

ELECTRONIC GAMING MONTHLY

WWF Attitude

Why wrestling is bigger than ever...

and why the games for 1999 will help it kick ass for another year

Gran Turismo 2 Poster Inside

Congrats on 10 years!
Hell Yeah!!!

Games Inside:

- Tekken Tag Tournament • R-Type Delta
- Metal Gear Solid Integral • Pokémon Stadium
- Destruction Derby 3 • Donkey Kong 64
- Carrier • Hydro Thunder • Die Hard Trilogy 2
- Onimusha • Tarzan • Colony Wars Red Sun

EGM 120

July 1999
\$4.99/US \$5.99 Canada



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COMPLIMENTS OF THE STAR OCEAN GAME DEVELOPERS.

YOU'RE GOING TO BE AWHILE.

Too bad there's no "indefinite date" box to check on those post-office forms. Since you have no idea when you'll be returning, everything you do in this game will have an impact on the way the journey ends, if it ever does.

You start on a quest that begins at the edge of the universe. And ends—well, that's entirely up to you. Everybody you meet, every step and every decision you make will shape your destiny. And the fate of a planet.

In short, the evil gods are poised to destroy every living creature with a great meteorite that heads straight for the planet.

Terrestrial monsters threaten at every turn. Deadly magic lurks in the shadows. And to raise the stakes even higher, questions of identity hang in the balance.

So you must battle against the evil and hideous monsters in real-time, polygonal combat. You can customize complicated combination moves and set up decoys to take the fall. But no matter what, there's still no end in sight.

Because who you choose to talk to and share information with will greatly affect you. Characters can think and feel for themselves. Some will join you on your quest, others will betray you. And to add to the challenge, you have the option of playing two different characters, both unique in personality and both having an impact on the course of the game.

Even your emotions determine the fate of your journey. You may choose to be romantically linked with another

character, or you may choose to remain friends. But no matter what, it will affect your path. And more seriously, if a close friend dies in battle, you'll feel incredible rage that will cause you to fight with more furious combat moves.

And there's no easy way out. Tools and skills do not

just appear along the way. You must create many items from raw materials. And to do that you'll have to master difficult skills like alchemy, cooking, songwriting, or, say, network.

There are countless routes to travel through this game, and over 80 endings. The deeper you delve,

the more you'll discover that nothing—no detail, no clue, no conversation, no skill—can be taken for granted. And that anything is possible. Including the fact that you might not ever make it back.

DISCOVER WHAT'S OUT THERE.

Star Ocean
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"ALWAYS FREEZE YOUR LEFTOVERS."
- SARGE





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SARGE'S HEROES

REAL COMBAT. PLASTIC MEN.



3DO
www.armymen.com



By John Davison & John Davidson



Electronic Gaming Monthly Number 12.7 July 1998

EDITORIAL

It's Our 10th Birthday

It's not often any more that I become so acutely aware of being a "New Yorker" in these parts. As Sting would emphasize, it can occasionally be difficult being an "Englishman in New York" (or in this case, Disk Break, U.S.). I watched, feeling more like an outsider than usual, as the U.S. media lapped up the atrocities in Littleton, Col., painting fingers at everything they could, while having a splendid time showing video footage of Leonardo DiCaprio

The mainstream media, suddenly more interested in games, has been gradually keen to visit the big games expo, E3 (May 27-30), so they could point their accusatory fingers at all the nasty violence being peddled. Next month, we'll hopefully report on how the game industry is responding to the attention. There'll obviously be a huge road up of all the cool games too.

On a happier note, this issue marks the magazine's birthday, and we're very proud to

Let us know what you think.

and comes from Quake.

Video games are evil, we have been told. Obviously we all know they're not, but you've to acknowledge that, like it or not, the violence isn't going to go away in games any more than it is in real life. As games get more and more realistic on the new systems, it will no doubt attract even more attention, just as it has in the past few years. We've explored the story in a number of areas this month, paying a special attention to the GDRB ratings system on the news, something we feel people need to pay a lot more attention to.

urged a new look which we hope you'll approve of. The next year or so is going to see a lot of changes in the game market, and we wanted to make sure the magazine could accommodate all the new systems, and provide you with as much information as we can find in the clearest way possible. The next few months will see some new ideas being introduced, as well as the reveal of our popular "Rate To 10" features and enhanced hardware coverage (Get Some will be back next month too). Let us know what you think...we can continue to evolve the magazine for you.

John Davison

Contributing Writers



Tom Ham

Now to the main writer reserve, you may already have read Tom's work elsewhere. Currently carrying his lamp as a contributing editor for both The Washington Post and Newsweek, he masquerades as one of life's "literate" journalists. And now he writes for us. Go figure.

Gary Holtzman

Previously assistant editor for the Official U.S. PlayStation Magazine, and now a contributor for his former employer, www.uspsgames.com and EGM. Gary is our resident wrestling authority this month. He also wants a tie whenever he wants our office.



Ryan Mac Donald

Carrying on the wrestling theme this month, wwww videogames.com associate editor Ryan recently visited EA's motion capture studio and spent some time in the ring with a big guy named Sarge. He now problems to be "Mighty Mac Donald" the Scottish contender.



Editorial Staff

Editor: John Davison (john.davison@egm.com)

Managing Editor: John Davidson (john.davidson@egm.com)

Production Editor: John Davidson (john.davidson@egm.com)

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SHADOW MAN

Walk on the Deadside



Acclaim
GAMES ENTERTAINMENT

What

attention deficit

disorder?



Focus. Focus. Focus. That's what happens when you play Game Boy® Color and any of its riveting color games. The only problem you'll have is deciding which game to play.

GET INTO IT.

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Game Directory Features

124	4 Girls 2000
125	400 Hours Online
126	400 Hours 2000
127	400 Hours 2000
128	400 Hours 2000
129	400 Hours 2000
130	400 Hours 2000
131	400 Hours 2000
132	400 Hours 2000
133	400 Hours 2000
134	400 Hours 2000
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200	400 Hours 2000



Men in Fights Wrestling's huge acclaim knows it, and developer Iguana West is making sure Acclaim's *Real WWF* game is the biggest ring-ding ever. Skip into **page 94** for the bodybuilder's info.



SGM Flashback It's SGM's turn to belly and we'll try if we want to, so grab a hanky and join us for a hanky-eyed look back at the past decade of industry dollops. **pg 42**



Mortal Kombat Gold is anything to the Sega Dreamcast. **pg 96**



Episode One Race review. **pg 106**



pg 46

Departments

🔍	Editorial	6
✉	Letters	16
📰	News	26
Big news from E3 as well as a look at the video game ratings system.		
🗨	Gossip	38
Rumors about a new Nintendo handheld, and the "next generation" search for N64.		

🎮	Previews	48
Cover for Dreamcast, DSAs for Nintendo 64, R-Type Delta for PlayStation and Tekken Tag Tournament in the Arcade.		
👤	Review Crew	124
This month we take an Episode One Race, Lunar Silver Star Story Complete and Quake II.		
📚	Review Archive	132
🎩	Tricks	134
🗨	The Final Word	140
The good and the bad of using a video game ratings system, and actually enforcing it.		

SYSTEM KEY

🎮	Dreamcast
🎮	Nintendo 64
🎮	PlayStation
🎮	Game Boy Color
🎮	Arcade

TETRADDICT*



*Tetraddict: \,te/trə-()dɪkt\ n. One who devotes or surrenders oneself to Tetris habitually or excessively

Get Ready For A New Obsession



Think you know Tetris? Get ready to have your mind blown away—The Next Tetris has arrived! It's non-stop, addictive Tetris action with the most challenging updates ever. Check out the all-new gravity effects, break-away blocks, and expanding pieces that add a whole new element to the game. You have to play it to believe it! And for old time's sake, the original classic version is here, too.

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"...very impressive indeed."

-EGM

As Raziel, stalk the shadows of Nosgoth hunting your vampire brethren. Impale them with spears. Incinerate them with torches. Drown them in water. No matter how you destroy them, you must feed on their souls to sustain your quest – the ruin of your creator, Kain.



Morph onto the spectral plane and confront unique enemies and gameplay challenges.

Seamless gameplay: No load times.

Shift real-time between the material and spectral planes.

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-GamePro





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LEGACY of KAIN
SOUL REAVER

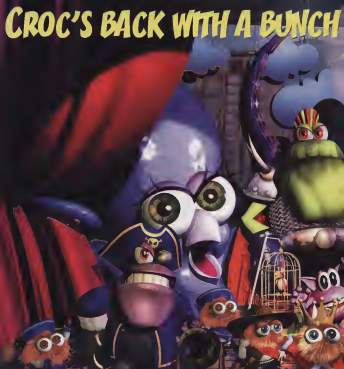
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Letters to the Editors

Violence: The Debate Begins

For the last 13 years, I have been a very active gamer for the many different platforms that have come our way. I am now going on 26 years old, and I consider myself to be a reasonably intelligent guy. I thought I've heard everything that could possibly be said about video games and their role in society, until the unfortunate disaster that unfolded in Colorado in April, so I must admit, when the story broke, I was completely shocked and horrified at the actions of the two troubled teens, and my heart and prayers go out to everyone at Columbine High School. It's truly a shame that kids must resort to violence in order to solve their problems. But what's also just as much of a shame is the way people are reacting to put the blame on music and video games, and to turn their heads and claim that the blame responsibility should fall on the shoulders of those who tend to raise those two kids.

I used to listen to a lot of heavy/ death metal in my youth, and I occasionally still do. I still play many violent games, and I am eagerly awaiting the arrival of number 3. But where are my suicidal tendencies? What about that young companion to kill someone? They're not there. Why? Because it's a load of crap.

I may not know the answers to this horrifying crime, but before we go off on a rant about violence on TV and in video games, society needs to pull its head out of its ass and take responsibility for once. If they don't, and target the gaming industry as a cause of this crime, we can kiss good-bye all that we love.

Scott Anderson
bubba33@att.net

They say kids shouldn't play video games. Why? I'm addicted to games. I spend hours sitting in front of my Xbox PC, playing FIFA, Tekken, MSN and tons of other games. I have a goddamn good time playing South Park. I save up my money to buy systems and games. I now own the PS and the XBox.

LETTER OF THE MONTH

Who's To Blame?

I am an anthropological student and have done some research into the validity of video game violence and its effects on people, primarily children. It has been my experience that there is some form of influence from video games and other forms of popular

video games that had anything besides the "R" rating. Reluctantly, we did so. Kids, not even so yet, would come into the store to buy Mortal Kombat and Street Fighter. Many sales were refused simply because the kids were too young to buy the "T" and "M" rated games. When hours, the parents or whoever would drag the kid back into the store, demanding to know why we refused to sell the game to their child.

Computations:
You are an internet connoisseur. You will be receiving a Raricate (R), an Epicure Stick (E) or a Sherifal Pie (S) (S&S)

See page 108 for official rules.



"A week or so later, a company-wide memo was sent out for all employees to stop refusing video game sales based on age restrictions."

culture on people. As to what those influenced by these forms of popular culture do is left up to them.

I recently watched *Do Androids Dream of Electric Sheep?* (for a brief second) until it pissed me off beyond belief. Supposedly, some victims and their families of these murders as school shootings are suing not only the film and video game industry, but each individual in Marilyn Manson.

I worked for nearly six years for a major computer software and video game retailer. During that time, Night Trap made its first bad appearance. After Night Trap came the eventual establishment of the video game rating system. What happened next at the store I worked in is unbelievable for many. The company issued that we "could" every young purchaser of

This happened nearly 90 percent of the time. We explained the rating system and the violent content of the game, yet a all fell on deaf ears. Instead, in order to "keep the customer happy," we sold the games to the parents instead. A week or so later, a company wide memo was sent out for all employees to stop refusing video game sales based on age restrictions.

I saw a great quote at a video game cheat Web site: "There is more to life than video games and girls. Try living a little. Get off the damn computer and enjoy life." I'm tired of reputable industries taking the blame for bad parenting and a decaying society. Thanks for giving me a place other than my wife's pool, and see ya later.

Sam A.
Hartberg, MS



Illustration by James Johnson

Video games will always be a suspect until people take note of the ratings system.



Steve Meyers

**SPIDER-SENSE
TINGLING!**

WHY? BECAUSE
NOT GETTING ENOUGH CALCIUM
CAN BE DANGEROUS! THAT'S WHY
I DRINK THREE GLASSES OF MILK A
DAY FOR STRONG BONES. HEY, WHEN
YOU'RE TRADING PUNCHES WITH
DOC OCK, CALCIUM IS YOUR
BEST FRIEND.

got milk?



LITTERS

\$3.8 billion

The amount of money **IGN** readers will spend on video games this year.

So? I'm a 10-year-old kid. It's normally the best in class for studies. I play basketball and soccer well. Besides that, I'm a video game fan. Now, I'm not writing this to brag, but to show you "nausea people" that young gamers like me can easily manage their own time whether to study or to play.

Link Masters

link_masters@redbox.net.com

Modest kid...but he reflects the sentiments of many of our younger readers this month.

By now, everyone in America has heard of the unbelievable tragedy that happened in Littleton, Col. It truly is sad to hear about something like this happening in a school. Lives were lost for no reason and tears will continue to be shed while people look for answers to how this could happen.

So where do you put the blame? On the parents? The same parents who failed to teach their kids what's right and what's wrong? These parents of the shooter who failed to see their kids were disturbed individuals. How long have an game players talked about that? Games are not responsible for violent behavior. Parents are responsible to ensure that violent behavior does not develop in their. And if Doom and Mortal Kombat did somehow implant some twisted ideas in the minds of young kids, it's the parents' fault for buying them M-rated games. Let's face it, those games were meant to be played by older gamers. It's the same thing with R-rated movies and music. Labeled it with parental advisories.

Dennis

dennisw@comcast.net

Mario Party Can Hurt You

From what I can tell, the five people at IGN should get a look out of this. This is a picture of a friend of mine (Phil LeMebarger) who took a friendly game of Mario Party's top 10 year and profile battle a little too seriously. The funny thing is, this picture was taken a total two weeks (six days) after the

"And if Doom and Mortal Kombat did somehow implant some twisted ideas in the minds of young kids, it's the parents' fault for buying them M-rated games."

tragedy. As anyone can see it was doubtless much worse two weeks ago. As of 1/1/99 it seems as though he will have permanent scarring.

Bill@billythe-ent.com

We found that the **FluNet** game in Mario Party was one of the most damaging. It also looks a bit dodgy if you walk in on someone as they're playing. The most effective method requires you to hold the stick in your lap and vigorously wiggle the stick. Anyone else have any interesting



troubles and blanches from playing games? Send us your photos.

No Remorse

Hard Fan Speed: High Stakes is a great game. However, the lyrics in the song "No Remorse" really bother me. It sounds like the woman is saying, "Bruce has broken." Am I mistaken?

Daag Henke
www.ign.com

What are we say? Squardies an crockes just needs to be fixed.

Wrestle Clever

"Ignore the fact that it takes very little intelligence to comprehend the sport?" That statement couldn't be further from the truth. The fact is that it takes a heck of a lot of brains to be a true wrestling fan. It's hard for the average idiot to tell the difference between a good wrestler and a bad

Question of the Moment

What Does Sony Need To Do To Make Sure They Stay #1?

- They need to do anything?
sc17@midland-ah.com
- I don't think Sony has to do anything
kenruba@yahoo.com
- Be back and ride
pigym44@ol.com
- Get thier eyes to post more for loading screens...
str33347@hotmail.com
- Nothing! Sony already has a world filled with endless Playstation fans ready to buy Playstation 2
lquid_pearl@yahoo.com
- Stop letting General America missa Contra game
brvanyesall@earthlink.net
- It needs multiplayer!
black02@yahoo.com
- If Sony just continues to put out top-notch games like Gran Turismo, Metal Gear Solid and Resident Evil 2, it WILL stay on top.
dickplace@jsw.com
- STAY FOCUSED! WHAT ARE YOU ASKING?
br_bjgpower@black02@yahoo.com

Next Month's Question of the Moment:
How should games be rated? Like movies? Or something more elaborate?

Send your start list quest responses to: IGN@ol.com with the subject heading: QTRING



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wrestler. An example is Steve Austin... Now, he's really popular right now, but he hasn't always been that way.

Arthur Lavery
Mishawaka, IN

And Again...

Your review of WWF Attitude really ticked me off. "Ignore the fact that it requires very little intelligence to comprehend." No statement could be further from the truth. The truth is that to be a true wrestling fan takes a lot of brains.

creddy2001@aol.com

Our treatment epologues. When writing the preview we neglected to acknowledge the towering intellect of wrestling commentators.

Games For The Immature Man

You forget GoldenEye 007 is your first of EFTIMs (EGM Letters issue 296). Try using the sniper rifle in Multi against Ralysa and Ralra.

Steve Smith
sof@earthlink.com

Dreamcast Joy

Some issues back you said you had some reservations about the controllers for the Dreamcast. My question is now that the EGM crew has had a decent amount of playing time with the DC, how do they rate?

Clearence L. Burk
graysalphe@juno.com

If there's one problem with the DC pad, it's that it's crap for fighting games. It's the wrong shape to hold, and there's just no way of getting comfortable with it to play something like Power Stone. It's pretty good for action games but it could maybe use a couple more buttons. Fortunately Sega is producing a range of different controllers. It could get a bit expensive though... a stick, a gun, a fishing thing,

"I'm not a homosexual so it may seem typical that I think this game sounds stupid."

a wheel and a reusable pack will cost you more than the system itself!

Oh Brother

I have noticed in the past couple issues of EGM references to a game called Chocobo's Great Escape. It's still looking horrible convincing myself this wasn't just a hoax, due to the fact the premise of the game sounded so incredibly stupid, I'm not a homosexual so it may seem typical that I think this game sounds stupid. However, I'm not homophobic either. What does bother me is that they would put such blatant sexuality in a video game. You play video games because they're fun, not because they turn you on. If you play a video game for sexual stimulation, you're pretty pathetic. There are magazines for that I don't care if it's homosexual.

heterosexual or bisexual. They should keep any reasonable amount of sexuality in video games. How's that? I've heard about C.G.B. it's just completely over the limit.

Kevyn Bracco
Salmon, CT

Check out our preview section this month for a brief rundown on this game. Actually it's been around for a long time and will never get rejected outside Japan. To be honest, you're not to be pretty weird to find something like this of insulting. It has more in common with something that Woody Patten would produce than anything explicitly sexual. We're interested to learn how everyone reacts about sexual themes in games though. Let us know what you think. Incidentally Kevyn, what do you consider to be a "reasonable amount of sexuality?"

LETTER ART

WINNER

Sam Whelan
New York Park, NY

Congratulations, your prize is on the way—the ASCII Specialized Control Pad for the PlayStation. It features rapid-fire controls for all buttons and also motion for those intense moments.



The ASCII Control Pad

Put your creative skills to the test by tracking out a BB envelope like this (buttons typed with your own unique touch). Send your letter art to:



**EGM Letter Art
PO Box 3338
Oak Brook
IL 60522-3338**

(All entries become the property of EGM Inc. and will not be returned.)

Close, but no controller

Get back to those guys... better luck next time. Feel free to e-mail us artwork so we'll share our messages and e-mails three days... or don't miss out!



Merin Poponov, Heredia, New Zealand



Abner Belencourt, Oaxaca, Oaxaca



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PlayStation 2

QUAKE II



ACTIVISION

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PlayStation[®] 2



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NEED A SAVE
TAKE A SAVE
GOT A SAVE
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★★★★★ easily one of the coolest new ideas in PlayStation peripherals... PCP

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www.dexdrive.com

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It's not just a game... it's a passion.

It's not just a player... it's a champion.

It's not just a joystick... it's a revolution.

It's not just a game... it's a masterpiece.

It's not just a player... it's a legend.

It's not just a game... it's a journey.

It's not just a player... it's a hero.

It's not just a game... it's a world.

It's not just a player... it's a star.

It's not just a game... it's a dream.

It's not just a player... it's a champion.

It's not just a game... it's a passion.

It's not just a player... it's a champion.

It's not just a game... it's a masterpiece.

It's not just a player... it's a legend.

It's not just a game... it's a journey.

It's not just a player... it's a hero.

It's not just a game... it's a world.

It's not just a player... it's a star.

It's not just a game... it's a dream.



PlayStation 2



PlayStation 3



Desktop

Now available for Mac OS X and Microsoft Windows. Contact your local distributor for more information.



Press Start The Hottest Gaming News on the Planet

Doom Made Me Do It



When two teens stepped into Columbine High School in Littleton, Col., armed to the teeth with weapons and bombs, it wasn't a video game they were playing. Yet they have affected millions of lives, and touched off a national debate on the portrayal of violence in mainstream media. Movies like *The Basketball Diaries*, *Natural Born Killers* and the game *Doom* (although over five years old) have been given the most attention (*Doom* and other violent games have renewed

interest in video game ratings, especially enforcement).

Video game ratings, much like those for movies, are a guide for parents to determine whether their content is suitable for children. Since 1994, when it was formed, the Entertainment Software Ratings Board (ESRB), has been doing just that by assigning ratings to game content that are on the front of game packaging and in advertising for all console games and 80 percent of PC products. Arcade games, governed by the American Amusement Machine Association have a different ratings system which is featured on the marquee of many arcade games, calling attention to any graphic content the game may include. These ratings are not widely enforced, especially in arcades, with the exception of Blockbuster Video who has a policy not to rent Mature-rated games to anyone under 17 years old.

If a bill sponsored by Pennsylvania Democratic senator Jack Wagner passes, it will be illegal to buy, sell, rent or provide violent video games to anyone under 17. "What I am proposing is not censorship," Wagner said. "Individuals and companies would still be free to create, sell and rent violent video games. They could not, however, offer such games to minors. I believe the restrictions I am

proposing are reasonable, justifiable and in the best interests of Pennsylvania's children and children across America."

What the media and government call violent video games make up a small percentage of games produced each year. Of the 1,000 products the ESRB has rated since 1994, 7 percent have received a Mature rating, and only 1 percent have received a rating of Adults Only (and none of these are console game systems).

"We are feeding our children death and horror and destruction as entertainment. The worst of these is the violent video games, the simulated training devices," ranted Lt. Col. David Grossman told a senate committee on needs balance. Grossman, an expert on the psychology of killing, points out to light-gun games as the most effective of violent games, calling games such as *House of the Dead* a "reaction simulator." He told NBC's *Meet the Press* "There is the great leap between being a normal citizen and somebody who's able to take another human being's life, in order to bridge that leap, we have to put a step in between, a steppingstone. Like flight simulators or driving simulators, there has to be an intermediate step. Now, we know these work. They don't work on every child. But that



Issues touched off the national debate on violent video games after the Colorado shootings.

Of the more than 5,000 titles rated by the ESRB, only 7% have received a "Mature" rating

RESOURCES

Prepare Yourself



IDSA - www.idsa.com
The Interactive Digital Software Association is the electronic entertainment trade association, representing the interests of its members in legislative and policy issues.



ESRB - www.esrb.com
These ratings on the front of every console game made today are assigned by the Entertainment Software Ratings Board (ESRB). On their Web page you can find information on how and old game ratings.

AMCA - www.amca.com
Arcades are governed by the Amusement and Music Operators Association. Along with the Amusement Amusement Machine Association, they represent the arcade industry.

NEOSMART
<http://www.iosandthefamily.org>
Issues a yearly report on the video game industry and its responsiveness to family issues such as depictions of violence and the effectiveness of ratings.

about guns...about percent of the kids who have access to guns will commit a violent crime with it."

"Ratings can be highly effective if parents, who are clearly the best decision makers about what's appropriate for their kids and are the principal buyers of games for them, use the ratings," Doug Lowenstein, president of the Interactive Digital Software Association (IDSA) told the senate committee. "In addition to the ratings, IDSA adopted an advertising code of conduct which requires that ratings information be placed on the front and back of the box and on the games themselves. The code also lays out how the ratings should be displayed in ads and prohibits companies from marketing games to kids to whom they are not rated as appropriate." If you look in this magazine, no console game advertisement is without the rating on the page. If a game has not yet been rated, an "RP" for Rating Pending is displayed.

How effective are these ratings? According to a 2001 study by the National Institute on Media and the Family, only 40 percent of parents routinely check game ratings to see if they are appropriate.


Rating or not, do video games cause people to act out in violent ways? A group of parents whose children were exploring in the Paducah, Ky., school

PLAYING WITH FIRE

Should the video game (ESRB) ratings system be enforced?



Source:
Video game sales
about 2.6 billion units for
April to June 2000

shootings think so. They have filed a \$30 million lawsuit against companies in the entertainment industry claiming that media violence pushed 14-year old Michael Carneal to kill. Game makers like Nintendo, Sega, Sony, Microsoft, Virgin, and Software and others are named in the lawsuit among internet pornography sites and several movie companies. But are video games, movies and the media to blame for real-life violence? 

A Quick and Dirty Guide to Game Ratings



Games carrying the EC rating have been deemed suitable for children aged three or older. Products carrying the label have absolutely no material that would be considered inappropriate by parents.

Titles: *Clavis Number Adventure (PS), King's Ledger Adventure (PS) and Garry's Mod & Seek (Xbox).*

The E rating is applied to the previous E A (Kids to Adults) last year. It is given to games suitable for kids ages six and up. An E rated game may contain minimal violence or crude language.

Titles: *Zero 3 (Xbox), NFL Blitz (Xbox), Rugsabet: Search for Raptor (PS) WCA Miro (Xbox) and Tetris (Xbox).*

If a game contains suggestive themes, mild or crude language and minimal violence, it is given a T rating. Some parents may want to supervise younger children's use of games rated with a T.

Titles: *Castlevania (Xbox), Final Fantasy VII (PS), Point Blank 2 (PS), Tekken 3 (PS) and Syphon Filter (PS).*

Mature games have been deemed suitable for those over 17, contain more adult themes such as blood and gore, stronger language and sexual themes. Not to be played by young children.

Titles: *Demolition (all systems), Grand Theft Auto (PS), Metal Gear Solid (PS) and Resident Evil 2 (PS).*

The extreme of the ratings is AO, suitable for adults only. Referring to mostly sexual themes and extreme violence, console manufacturers have not allowed AO-rated content on their systems to date. Adults Only titles make up a small percentage of software, mostly on the PC.



PRESE
START

35,000 Sega CDs were sold in the first day and a half of availability in 1993

DEVELOPER PROFILE

SILICON KNIGHTS

Location: St. Catharines, Ontario, Canada
Web site: <http://www.siliconknights.com>



of employees: 44

Games of their team members have worked on previously: Cyber Empires, Fighting Empires, Dark Legends, Legacy of Kain: Soul, Zook Grand Inquisitor, Pandemonium II, Star Control II

Current projects: Too Human (PlayStation) and Eternal Darkness (PC)
Most challenging aspect of developing a game: creating good content

What got the inspiration for our games: comic books, movies, classic mythology, comics

If there was one thing we could change about this industry it would be giving credit to people who create the games. During breaks from late-night programming sessions, we play Team Fortress Classic.

Our favorite game to play in the office (not by us): Legend of Zelda: Ocarina of Time, Team Fortress Classic

An advantage to being a Canadian-based company: we are outside all the tax (Silicon Valley) and can see the forest (the press industry)

Favorite snack foods: peanut M&Ms and anything from Starbucks

Music that inspires us around the office: Def Leppard, Pearl Jam, Massive Attack, Crystal Method

Story behind our name: the name was created because we wanted to be the knights in shining armor in the game industry. We want players to think our games are quality. We want people to love faith in us and our games.

Team motto: No Pain, No Gain...

Disney's Mouse Gets Rare Treatment

Just prior to E3, Nintendo and Disney Interactive announced a joint worldwide agreement to publish a variety of titles based on Disney's most recognizable characters, Mickey Mouse, for Nintendo 64 and Game Boy Color. Mickey Mouse will make his first appearance in 3D on the 64 as an untitled Mickey Adventure and a Disney Racing title. Game Boy Color games will include a Mickey Racing game due to hit before this



Christmas, a portable version of the all-inclusive Disney Racing and a GBC adaptation of Adventure

All three will be developed by Rare, and are scheduled for holiday season releases in 1999, 2000 and 2001. "The recognizable

ability of Rare to create interactive magic is about to be integrated with the recognizable appeal of Mickey Mouse,"

Howard Lincoln, chairman of Nintendo of America said. "The results will broaden the appeal of video gaming to an ever widening number of households around the world."

www.nintendo.com

Courts Rule on Emulation

In the end, the made PlayStation emulator Bleem! dodges legal trouble, Connecticut's Virtual Game Station hasn't been so lucky. Sony's attempt to block the sale of Bleem! was stopped when a judge denied the company's request for a temporary restraining order on shipments of the program was denied. Since that time, Bleem! has suffered from hiccups getting a finished product ready, buying Sony out with the most round of legal fees.

Connecticut, who produces the Virtual Game Station emulator for 64 equipped Macintosh computers, wasn't so lucky. Although the company was able to dodge a temporary restraining order filed last January, the company was not able to block a preliminary

injunction in Sony's favor. The company was ordered to halt shipments of the product after the court found that the Virtual Game Station does violate Sony's copyright by copying the PlayStation 2 BIOS (what makes the PlayStation read and play games of its format). "We are pleased with the court's ruling, which confirms our belief that Connecticut did infringe on our copyright and intellectual property rights," said Mike, president and COO of SCEA said.

"We are confident that we will be able to resume shipments once this matter has received further review at the appellate level," Roy McDonald, president of Connectic, said.

www.virtualgamestation.com

Omega Zips Up Dreamcast

Console game systems are built around the principle that you don't need a hard drive or additional hardware to store large amounts of data. For the most part, today's game machines are plug 'n' play. It's going to remain that way, but Omega recently announced plans to introduce a Dreamcast version of its popular Zip ROM drive. Users would be able to download files from the internet and save them on disk for later use, download game patches, new statistics for sports games, new levels and characters, and a whole multitude of other uses in addition to being able to store save games.

The new Dreamcast Zip drive is part of Omega's Beyond PC initiative, entering into the consumer level marketplace. Omega is changing the home game system market with

this new device," Mike Lynch, director of the initiative said. "The broad familiarity of Zip drives with consumers, and our large installed base make Zip drives the perfect removable solution for beyond PC products, such as Sega's Dreamcast game console."

It is currently unknown which games will support the new device.

www.omega.com



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PRESS
START

1,900

HOT NUMBER

At this year's Electronic Entertainment Expo, more than 1,900 new games for PC and console will be on display over three days.

TODDYS

Nintendo@E3



Donkey Kong 64 - Nintendo's throwback title to kick this Thanksgiving.



Mini-Rollerz, Nintendo's newest racer.



NBA Courtside 2

Project Dolphin Makes Big Splash

Nintendo's new system is coming, sooner than you think. The day before the Electronic Entertainment Expo (E3) opened in Los Angeles, Howard Lincoln did the honors and announced the company's next system, codenamed Project Dolphin. Specifics on the machine are still being kept secret, but the 400 MHz DVD based machine will go head-to-head with PlayStation 2 for the holiday season of 2000 (yes, that soon).

Through an alliance with IBM, Dolphin features a 400 MHz Sinks processor, an extension of IBM's Power PC architecture, featuring Semiconductor Process's 58 million Embedded Copper Technology. The system's graphic power is being designed by AMD out of Palo Alto, Calif., by some of the same people who originally developed the Nintendo 64's chipset at Silicon Graphics. Running at a 300 MHz clock speed, also with a 58 million Embedded DRAM Technology, Nintendo states the new system will be better than even Sony's new machine. The system's memory bandwidth will be a speedy 3.4 GB a second.

Also, Nintendo has parted forces with Matsushita (Panasonic) to provide Dolphin with a DVD drive and better copy protection. Initially, Matsushita will provide Nintendo the DVD drive and media, but later on, will also be producing other, unspecified, consumer electronics devices based on Dolphin under the Panasonic brand—such as DVD players with the Dolphin game machine built-in.

(Sounds a bit like N64, eh?)

No game titles have been announced, but Left Field Productions, Retro Studios, Rare and Nintendo Software Technology's new Group will be developing first party titles for the new machine. Nintendo's own Shigeru Miyamoto offered comment on the new machine in a press release announcing it. "In my mind, I'd always envisioned what a game like Zelda could look like, and with the N64, I was able to create it," he said. "Now, with the Gekko processor, I can see an opportunity to take game design to a new level."

Nintendo hasn't announced any other specifics on the machine, but it is expected to have Internet capabilities. It is unknown at the time whether Dolphin will be able to play movies as well, but using DVD will give developers a bigger canvas to work with.

www.nintendo.com



Nintendo's Strongest E3 Ever

Nintendo made several announcements at E3. We can't have much space to tell you about all of them, so here goes:

Perfect Dark will be released in December, and does not require the 4 MB RAM Expansion. It is compatible with the 64x Transfer Pak (known as the 64x Pak in Japan).

Game Boy Camera will allow you to take a picture of your face, then stick it onto a body for multiplayer games. It will also feature four to five multiplayer levels from GoldenEye. Donkey Kong 64 requires the use of the 4 MB Expansion Pak (which will come packed with it), and stars all your favorite DK characters in a classic platform game-style adventure in 3D.

Twelve Tales: Conker 64 was not shown at E3 and will not be released in 1999.

Excitebike 64, Ridge Racer 64, Kirby 64 (aka-koo?) and Super Mario Adventure

(known as Super Mario RPG 2) have all been added to Nintendo's lineup.

Lastly, several new Pokémon games will hit stores this fall. More information and screenshots in the next issue of EGW!



Nintendo's Panasonic fellow (Project Dolphin) comes to the United States Sept. 8.

Dreamcast: Back in the Game

Sega also held a media briefing the night before E3, and announced new signs of its plans for the North American branch of Dreamcast. In attendance were not only execs from Sega of America, but also Sega Group execs "Sawachirou Iino (A), Hajime Matsui and several others.

Dreamcast will launch on Sept. 9, 1998, for a suggested retail price of \$199.99. That price will include the 4x modem (previously, this deal had not been confirmed). It will be accompanied by 10 or so titles, growing to up to 20 by the end of the year. Sega has revised its original list of launch titles to include *Sega Adventure*, *Virtua Fighter 3* (6), *NFL 2000* (Creative), *NBA 2000* (Creative), *The House of the Dead 2* and *CART Racing* (never also as *Supernatural Racing*) from Sega. Third-party games will include *Airforce Delta* (Konami), *Armada* (Micropos), *Digoo* (), *Hydro Thunder* (Midway), *Manx Grand Prix* (SEI Soft), *Mortal Kombat Gold* (Midway), *RT, RTR 2000* (Midway), *Power Stone* (Capcom), *Ready 2 Rumble* (Midway) and *Soul Calibur* (Namco). Turbine Studios will provide Sega with a

Dreamcast-exclusive network sci-fi RPG called *Frontier*. It will allow players to join parties and venture through a huge world and explore together. Dreamcast will also have a version of Interplay's *Baldur's Gate* for its network and a host of board game-style games for people to play together online. Sega is hoping it will foster an online community atmosphere.

More third parties have also joined the Dreamcast fold. ASC Games, Fox Interactive and Ubi Soft are the newest members, bringing the total to 16 in the U.S.

Sega has a long battle ahead of them, but with a year lead time and a very competitive price (with the modem included), Sega has laid the groundwork for a successful system. At the evening's festivities, the show seemed energized, applauding Sega President and CEO Hosoe Satoru as he announced the inclusion of the modem and an video footage was shown of Namco's *Soul Calibur*. We'll have more on Sega's E3 showing next issue!

www.sega.com

Dreamcast Games Shown at E3



Red Dog - Virginat/Sega



Mortal Kombat Gold - Midway/Sega



Mortal Kombat Gold - Midway



The House of the Dead 2 - ASC Games

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Great Fighters

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Maker puts you in total control of every frame of animation, body movement, and camera angle as you design your custom fighter from wireframe to unstoppable fighting machine. When you think you're ready, save your creation to a memory card and Kick Ass!

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— Next Generation

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— PS Extreme

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— PSM

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camera angle, button setup, sound and visual effect.

Use the test mode to fine
tune your fighter's moves and
AI for maximum damage.



Design your personal victory pose.

*Save to a memory
card and Kick Ass!*



PRESS
START

TODAYS

Hasbro Retro



Hasbro Interactive, whose most recent games include *Centipede* and *Frogger*, reached a deal with Namco which gives Hasbro the right to develop, publish and distribute new games based on older Namco properties. Games on the list on the console side include *Pole Position*, *Magnum*, *Dragon Buster*, *Galsian*, *Wetso Cross*, *Business*, *Galaga* and *Italy X*. On the PC side of things, Hasbro will update *Pac-Man*, *M&M*, *Pac-Man* and *Dig Dug*. Namco still plans to bring *Pac-Man World*, *Pac-Man*, *Ms. Pac-Man* and *Dig Dug* to the PlayStation later this year.

FB Goes PC

Square has announced Final Fantasy VII will come to the PC this fall. The PS version should be released this fall.

Funky Delays

If you've been waiting for that new *Twilight & Earl* game, buckle in for a longer wait. Originally scheduled to come from GT Interactive, *Twilight & Earl* Productions announced GT has passed on picking up the game as the first two games did not sell well enough in the European market.

Shadow Sequel

Even though the original hasn't hit shelves yet at press time, *Red Woodsey of Curve* (late statement) recently told game is attending an online chat event that concepts for a sequel to *Shadow Madness* are already in the works.

PS to GB

Some *Boy of Color* fans will soon be able to play *Boy of Color Solid* and *Yumbo Rider* on the go. Both titles are expected to be shown at E3, marking the first time either series has been on the big N's portable

VIDEOGAMES.COM POLL

Are video games too violent?

68% No

32% Yes

(SOURCE: videogames.com/poll, 12/15/99)

Games Make Her Feel Like Singing

ESM sat down with the singing voice of Lani in Laniar: Silver Star Story Complete to see what it's like to sing in a video game.

ESM: How old are you?

Jenny Higgins: I'm 25.

ESM: Do you play video games? If so, what are your favorites?

JH: Working Designs' games aside, I don't normally play a lot of video games because I am so busy with the two jobs I have. But every once in a while I'll sit down and play a game of Frogger or Tetris. y. Searching Dogs and looking for a cat can be quite relaxing.

ESM: What other video games have you been in, and what parts did you play?

JH: I have been in quite a few games in the past five or six years that I have been working for Working Designs. My first game that I was in was *Papal Mail*—actually I didn't really play in that game, I just sang the theme song. I also did a very minor role in *Albert Cityways* as a talking crowd in *Lunar Eternal Blue*, I played the role of both Ruby and Joan, and also sang both the Eternal Blue and Lunar theme songs. Just recently, I played *Uma in Search* and also sang the theme song. In addition to singing the two songs in *Lunar: Silver Star Story*, I also played the part of Ropce. I may have done some other minor parts also, but I tend to lose track after a while.

ESM: What's your favorite song from a video game that you've performed?

JH: *Winds Requiem* (the Boat Song from *Lunar: Silver Star Story*) is probably my favorite out of all the songs I've done for Working Designs. The song in *Papal Mail* is pretty as well, and now that I think about it, so was the ball song from *Rayward*. I still pick out all of my mistakes, and it really makes my skin crawl! I am very conscious of my voice part even after the final mix.

ESM: How did you first get involved with Working Designs?

JH: I became involved with Working Designs when a friend of a friend of our sound man, Bill, contacted me about the audition at Working Designs. I had no idea what I was getting into, but thought, "What the heck, I've got nothing to lose." Now, five years later, the experiences I've had with Working Designs have been some of the

most priceless memories I have.

ESM: Do you listen to how the Japanese vocalist sang the song beforehand?

JH: Yes, I do listen to the Japanese version of all the songs I sing. That is how I learn the lyric choreography, which is generally the way Victor wants me to sing the songs. My personal singing style is not as "sweet" sounding as what is portrayed on the games, so I do have to listen to the Japanese version carefully to incorporate that specific style.

ESM: Have you ever gotten fan mail?

JH: Yes, lots, through the Web site (webmaster@workingdesigns.com) and the company address (6435 Clear Creek Road, Redding, CA 96001). Shoot me a yes or no any time you check out my latest work!

ESM: Do you sing in the car/shower often?

JH: I am always, always singing. Car, shower, toilet, outside, inside— you name it, and I'm singing there. Sometimes I'll be driving down the road's making my heart out, and I'll look over and some one will be giving me a look like "What is that lady up to?"

ESM: What are some of your favorite songs or performers?

JH: Mariah Carey is one of my favorite performers, and R&B is definitely my favorite style. As for favorite song, to be honest, my favorite song is a song that I wrote for my band, Dave, and not just because I wrote it. It has such power and emotion behind it, everyone who has heard it ends up teary-eyed. Some have tried to convince me to go mainstream with it, but this one's just for us.

www.worklogdesigns.com



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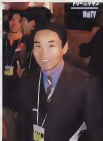
インターナショナル

International News

Sega Straps In For Lean Year

While Sega of America gets ready for the launch of Dreamcast in the U.S., its parent company is stepping in for leaner times. Sega Corporation posted a consolidated net loss of \$298 million (4.6 billion yen) for fiscal year 1998, and lowered its expected profit forecast for the current year. In addition, Sega announced it will combine the Amusement Machine and Consumer Software divisions, hoping to capitalize on the strengths of each. The company also said it will cut 25 percent of its workforce, lower executive salaries and close around 50 Japanese offices in efforts to maintain stability. Sales of its Dreamcast console in Japan fell short of the company's expectation of a million units before the end of March.

In other Sega news, the company has split Sonic Team into three teams—Halo team, Fuka team and Osamu team. The Halo team is currently in the U.S. working on the English conversion of Sonic Adventure, Halo's team is hard at work on NIGHTS 2, and the Osamu team is working on a completely new game (starring a new character).



Sega of America's President Seishiro Hiraiwa is riding on the hope that Dreamcast will succeed.

Turok 2: Improved for Japan

Acclaim's Nintendo 64 hit Turok 2: Seeds of Evil has been announced for release in Japan. Although a distributor has yet to be announced, the game will be released in Japan under a new name—Walden Killer: Turok New Generation (because the first Turok didn't make as big a splash in Japan as it did in the U.S.). A few minor improvements will be made to the game as well.

Nintendo has decided to release the 64M Expansion Pak in Japan for use with Turok 2 and other third party titles. Originally scheduled to only come with the 64DD, Nintendo seems to have somewhat backed off the packaging.

New Game Boy Color?

That's right, just when you thought the world was safe from new Game Boys, rumors from Japan state that a new version of Game Boy Color is set to hit Japan as early as this fall. The new version would feature a bigger

color screen and (drum roll please) a back-light. Nintendo has also decided not to release an N64 Super Game Boy device. Seen being used at trade shows and by developers, N64 President Hiroshi Yamauchi decided to pass on releasing the product to consumers.

Konami Rocks PS

Guitar Hero, Konami's latest Demmo music game (premiered in 2001) is scheduled to hit the PlayStation this summer. As with its previous music games, this one will feature a special guitar controller to emulate the feel of the arcade machine. The controller looks like a small toy electric guitar, and if Konami's previous controllers are any indication, this one will sell out quickly.

Metal Gear Returns

In other Konami news, Metal Gear creator Hideo Kojima has revealed that a Metal Gear Solid sequel will soon begin production for a "next generation system." Whether this means Dreamcast or PlayStation 2 is anyone's guess, but in the meantime, fans of MGS can check out Metal Gear Solid Integral, which will get a worldwide release later this year.

IMPORT CALENDAR

ACE COMBAT 3



Import Pick of the Month: Ace Combat 3

PlayStation:

- 5/27 Lunar 2: Eternal Blue, Game Arts (RPG)
- 5/27 Beatmania Advanced GOTTA BE!, Konami (Music)
- 5/27 Baking Lesson, Square (Baking)
- 5/27 Ace Combat 3: Electrosphere, Namco (Flying)
- 5/27 Asuka 180% Final Bursting Fest, FamilySoft (Fighting)
- 5/28 Persona 2, Atlus (RPG)
- 6/2 Gangan, Konami (Action)
- 6/26 Boring Lagoon, Square (Baking)
- 6/26 Ganeda, Game Arts (RPG)
- 7/1 Dma Crisis, Capcom (Action)
- 7/1 Metal Gear Solid Integral, Konami (Action)
- 7/15 Vandal Hearts II, Konami (RPG)
- 7/29 Gulliver Preks, Konami (Misc.)

Dreamcast:

- 5/27 Elemental Demonic Gear (E.S.G.), Hudson (Action RPG)
- 5/27 Dynamic Dots 2, Sega (Action)
- 6/26 The King of Fighters Dream Match 1998, SNK (Fighting)
- 6/27 Great Great All Japan Pro Wrestling 2, Sega (Sports)
- 6/28 Shokoku Battle, Genie (Shooting)
- 6/28 Gaidens, Bandai (3D Action)
- 7/15 Chima Leaders, Chima (RPG)
- July Street Fighter Zero 3, Capcom (Fighting)

Nintendo 64:

- 6/11 Maho Doll 64, Nintendo (Sports)
- 6/25 Neon Genesis Evangelion, Bandai (Action)

* Schedule subject to change without notice. Consult your local import game store for the latest release information.

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REMEMBERING

Dana Plato, star of *Different Strokes* and the Sega CD/3DO game *Night Trap* passed away May 8, 2016.

Q-isms

In Quartermann's 30-year history, he has unearthed a lot of gossip, leaked a lot of trash and broken a lot of news first. But when he wasn't reporting the latest dirt, he wove a fine web of words that anyone who has read the magazine for a long time will remember. While he's more restrained in his old age (and eating healthier), here are a few of his greatest lines:

"King Tomiko has returned with another 'leaguely' handful of some of the best dirt the video game industry has to offer."

"Hold onto your hat, Qs. Quarter-buds, this is where the dirt really gets good."

"What can I say, buds, but the combination of my Q. Whiz and super insight guarantees you an inside peek into everything the gaming biz has to offer."

"The Q. Whiz guarantees it's more fun than eating peas!"

"See, kiddies, the master of gaming, theyhem."

the colonial of cool, the crown of life is back again for another dose of the good stuff in the only monthly column that tastes good and is less filling!"

"There may be statistics, there may be critics, but the Quarterbuds know it's the only place in the world you'll read about roasted fat-hat."

"Well, hell, hey, kiddies, the Quarter will be returned to dazzle your doorknobs with the latest gossip from the gossip world!"

"Pull out the cream corn, yacobs, the one and only producer of video game gossip is back again, with a new and improved formula guaranteed to improve tasting times and strengthen your chipping sleeves!"

"So sit back, relax and soak in the inside word—I guarantee the soup will fly."

"Time to strap on the Q. Cells and plug in for power, as the Q. Whiz delves deep into the world of gaming gossip!"

Quartermann - Video Game Gossip & Speculation

For 30 years now, the Q's network of spies has been fishing through bushes and listening in on conversations to bring you the very finest gossip about video games. We believe, no made-up nonsense to fill up space (not on purpose any way—that is gossip after all)—this is the finest quality, top-of-the-line "it might happen if we keep our fingers crossed" gossip.

THE RUMOR Capcom is already working on *PlayStation 3* titles.

THE TRUTH Despite recent indications the Japanese giant is somewhat disillusioned with working with Sony, the Q's spies have reason to believe that at least one PS3 product is already in the drawing board at Capcom. (Word of the Q. [working title] could well be with us by the summer of 2006. The Q. Network will keep its ear to the ground for future developments.)

THE RUMOR The sequel to *Metal Gear Solid* will be a first-person game.

THE TRUTH This isn't strictly true. Kamekai has claimed that sequel's fall to "high-

profile franchises" are currently under development, but many of those are on other than on-line year cycles. *Metal Gear* creator Hideo Kojima has already indicated that he is working on a sequel starring Solid Snake, but has only revealed that it is for a "next generation" console.

THE RUMOR Nintendo has another color handheld system in the development, set for release next year.

THE TRUTH Very little is known about this, but the Q's spies have unearthed some juicy info from Japan that seem to indicate a major new project from Nintendo. Completely separate from Project Dolphin (previously referred to as Nintendo 6000) the new project is allegedly a color handheld or DS system that is not connected with Game Boy at all. It's inevitable that Nintendo will have to leave the Game Boy behind at some point (the technology is 10 years old) and handheld gaming is a very, very large part of Nintendo's business. There'll be a lot of news about this in coming months, so keep checking with us.

JAPAN TOP 10		
1	Pokemon Pinball Nintendo	
2	Sega Robot Icecap Nintendo	
3	Gene Gene Revolution Atari	
4	Red A Movie 2 Gene Tsugita Mix Atari	
5	Ray Complete Works Nintendo	
6	World Stadium 1 Atari	
7	Sega Pinball 2 Atari	
8	Red Summer Cool Hacken Atari	
9	Pokemon Snap Nintendo	
10	Real Fantasy III Atari	

Courtesy Weekly Famitsu, 4/28/02

THE RUMOR *Metrod 64* from Nintendo?

THE TRUTH Nope. Apparently not. Despite continued harassment of Nintendo representatives by the gaming press for the past couple of years, Nintendo still insists that *Samus* will not make it to the N64. There were some wacky rumors going around that *Samus* was just kidding us all with jet Force Goggles—and that it was really *Metrod* in disguise, set to be revealed later this year—but that was in fact, balderdash. Ho-hum.

THE RUMOR Namco is ditching System 32 as its arcade standard before the firm switches to something PS2 based.

THE TRUTH It would appear Namco's new arcade board will be loosely based on PS2 hardware, but this won't be something as similar to the home unit as say, Namco is to Dreamcast. Sony still has no interest in supporting arcade standards itself—but seems happy to allow long-term partner Namco to do what it can with the Capcom Capart if it's prepared to tough up the cash.

- The Q

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June

Game Boy Color

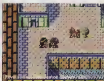
Alien Labyrinth International Soccer	Take 2	Sports
Base Fishing	Nintendo	Sports
Chase HQ: Secret Police	Marble G	Action
Conker's Pocket Heroes	Nintendo	Adventure
Goat 2: The Incredible		Adventure
Golden Palace	CD Interactive	Action
Pop'n Music	Nintendo	Action
Pro Soccer Football	Nintendo	Action
U Turn 64	Nintendo	Action
Wicket Bowling	Nintendo	Sports

PlayStation

Vigilante 2	Nintendo	Action
Way of Elven Champions	Nintendo	Action
Wipe Out: International Speed	Play 2	Sports
Alien Resurrection	The Sims	Action
Age of Empires	SCSI	Action
Base Landing	IGTEC	Sports
Cartagena 2	Nintendo	Action
Castroville	Nintendo Interactive	Action
Championship Billiards	Nintendo	MSL
Cross 2	Nintendo	Action
D&D 2	Play	Fighting
Dragon Strike	MSL	Fighting
Grand Theft Auto	Play 2	Action
High Heat Baseball 2000	MSL	Sports
Jackie Chan's Nunchuck	Play 2	Action
Karate Master	Nintendo	Boxing
Legend of Mana	Play 2	Adventure
Looney Tunes: Last of the Gang	Nintendo	Action
Moonlight	Nintendo	Action
Moonlight 2	Nintendo	Boxing
Quake II	Nintendo	Action
Red Attack	Nintendo	Action
Sea Scout: The Naval Story	SCSI	SPG
The Best Years	Nintendo Interactive	Action
Ultimate 2	Play 2	Sports
Worms 2	Play 2	Strategy
WWF WrestleMania	Nintendo	Sports

Nintendo 64

Archieville USA	MSL	Boxing
60 Star Trek	Play 2	Sports
Championship Europe	Nintendo	Strategy
Sea 2	Play 2	Action
117777	Play 2	Action
Worms 2	Play 2	Boxing



Golden 2	Action
Knights of the Round	Play 2
Shogun	Play 2
Superman	Play 2

July

Game Boy Color

Madagascar	Play 2	Boxing
Revolution: The Cuban Story	Play 2	SPG
Scud 2	Play 2	Boxing
San Francisco	Nintendo	Boxing
Super Soccer		Action
U Turn 64	Play 2	Adventure

PlayStation

Red Dead Revolver	Nintendo	Action
Red Dead Revolver Collection	Nintendo	Action
Red Dead Revolver: The Legend	Nintendo	Action
Red Dead Revolver: The Legend	Nintendo	Action
Red Dead Revolver: The Legend	Nintendo	Action
Red Dead Revolver: The Legend	Nintendo	Action
Red Dead Revolver: The Legend	Nintendo	Action
Red Dead Revolver: The Legend	Nintendo	Action
Red Dead Revolver: The Legend	Nintendo	Action
Red Dead Revolver: The Legend	Nintendo	Action

Nintendo 64

Base Landing	IGTEC	Sports
Evil World	Play 2	Boxing
Evil World 2	Play 2	Boxing
Evil World 3	Play 2	Boxing
Evil World 4	Play 2	Boxing
Evil World 5	Play 2	Boxing
Evil World 6	Play 2	Boxing
Evil World 7	Play 2	Boxing
Evil World 8	Play 2	Boxing
Evil World 9	Play 2	Boxing

August

Game Boy Color

International Track & Field	MSL	Sports
Pro Soccer	Play 2	Sports
Super Soccer	Play 2	Adventure

PlayStation

117777	Play 2	Action
117777	Play 2	Action
117777	Play 2	Action
117777	Play 2	Action
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117777	Play 2	Action
117777	Play 2	Action
117777	Play 2	Action
117777	Play 2	Action

Nintendo 64

Cartoon	Play 2	Strategy
Cartoon 2	Play 2	Action
Cartoon 3	Play 2	Action
Cartoon 4	Play 2	Action
Cartoon 5	Play 2	Action
Cartoon 6	Play 2	Action
Cartoon 7	Play 2	Action
Cartoon 8	Play 2	Action
Cartoon 9	Play 2	Action
Cartoon 10	Play 2	Action

MTV Quarterback Club	Play 2	Action
MTV Quarterback Club 2	Play 2	Action
MTV Quarterback Club 3	Play 2	Action
MTV Quarterback Club 4	Play 2	Action
MTV Quarterback Club 5	Play 2	Action
MTV Quarterback Club 6	Play 2	Action
MTV Quarterback Club 7	Play 2	Action
MTV Quarterback Club 8	Play 2	Action
MTV Quarterback Club 9	Play 2	Action
MTV Quarterback Club 10	Play 2	Action

September

Game Boy Color

Madagascar	Play 2	Boxing
Revolution: The Cuban Story	Play 2	SPG
Scud 2	Play 2	Boxing
San Francisco	Nintendo	Boxing
Super Soccer		Action
U Turn 64	Play 2	Adventure

PlayStation

Legend of Mana	Play 2	Action
Legend of Mana 2	Play 2	Action
Legend of Mana 3	Play 2	Action
Legend of Mana 4	Play 2	Action
Legend of Mana 5	Play 2	Action
Legend of Mana 6	Play 2	Action
Legend of Mana 7	Play 2	Action
Legend of Mana 8	Play 2	Action
Legend of Mana 9	Play 2	Action
Legend of Mana 10	Play 2	Action

Nintendo 64

Base Landing	IGTEC	Sports
Evil World	Play 2	Boxing
Evil World 2	Play 2	Boxing
Evil World 3	Play 2	Boxing
Evil World 4	Play 2	Boxing
Evil World 5	Play 2	Boxing
Evil World 6	Play 2	Boxing
Evil World 7	Play 2	Boxing
Evil World 8	Play 2	Boxing
Evil World 9	Play 2	Boxing

Nintendo 64

Archieville USA	MSL	Boxing
60 Star Trek	Play 2	Sports
Championship Europe	Nintendo	Strategy
Sea 2	Play 2	Action
117777	Play 2	Action
Worms 2	Play 2	Boxing



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PRIZE
START

The Top 20 Best-Selling Games of March, 1999

1- Pokémon (Blue Version)



Pokémon has captured the hearts, souls and wallets of gamers everywhere. Nintendo's biggest Game Boy title ever continues to sell at amazing rates, beating out new PlayStation and N64 games from the head of Satoshi Tajiri.

9.0 8.0
John D. Crane

8.0 9.0
John D. Crane

2- Pokémon (Red Version)



—of Japanese game developer Game Freak, Pokémon expands on the idea of catching bugs and "barding" them, something we've all done on beds, turning it into a capturing adventure game that's sold millions of copies worldwide.

9.0 8.0
John D. Crane

8.0 9.0
John D. Crane

3- Syphon Filter



Take control of Gabe Logan in spy thriller. Inter-Play's new title as he tries to stop a terrorist organization from contaminating the human race. Will you make it in time to save Washington, D.C. from the Syphon Filter virus?

8.0 6.5
Steven

8.0 8.0
Steven

4- Mario Party



It's Mario, it's a party, it's Mario Party. Nintendo takes the characters from its mega popular Mario series and sets them loose in a board game style adventure packed with 64 minigames to play against your friends.

8.5 8.5
Crane

8.5 9.0
John D. Crane

5- Silent Hill



Strange things are happening in the town of Silent Hill. Konami brings the world of survival horror to a new level. Follow Harry Mason as he searches for his daughter Cheryl in a game that will mess with your mind.

8.5 9.0
John D. Crane

8.5 8.5
John D. Crane

6- Trager



Beats Interactive

NEW

7- Legend of Zelda: Ocarina of Time



Nintendo

3

8- GoldenEye 007



Nintendo

8

9- Legend of Zelda: Link's Awakening



Nintendo

NEW

10- Crash Bandicoot 2



SCA

11

11- Army Men 3D



NEW

12- Bugz: Search for Reptar



13

13- Tomb Raider 2



14- Gran Turismo



10

15- Need for Speed: High Stakes



NEW

16- WCW'sWo Thunder



2

17- Metal Gear Solid



15

18- Spies in the Desert



19

19- Triple Play 2000



NEW

20- Star Wars: Rogue Squadron

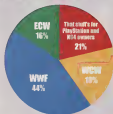


12

Source: NPD GROUP Video Games Division. Call Barry Ash-Pertusa at 626-957-8888 for questions regarding this list. Top 5 game developers worldwide by total sales.

VIDEOGAMES.COM POLL

Which of the following wrestling franchises would you most like to see come to the broadcast?



Source: videogames.com poll results, April 25, 1999

REACH OUT AND CRUSH SOMEONE



MONSTER TRUCK MADNESS 64



- 7 Modes of Excitement, including **CIRCUIT RACING**, **HUNGLE**, **POLICE CHASE**, **INDOOR SOCCER**, and **WRECK!**
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Microsoft





"If you love baseball...
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game in town."

- *GamerzEdge*



HIGH HEAT *Baseball* 2000

"Top-notch arcade play; the best baseball game AI" - *PC Gamer*

- **TruePlay™ AI** guarantees true-to-life base running, fielding, and managing
- Motion-captured polygonal players in a 3D environment ensures authentic major-league gameplay
- Broadcast-style camera angles and VCR features allow you to replay the action from any angle*

"...all the intricacies of a real game, from line drives to the suicide squeeze and the double switch."

- *Family PC*

- **Blazing fast** gameplay and all the action of a highlight reel
- **Pro-style** interface that brings you into the game
- **Head-to-Head Multi-player** action via LAN, modem, or Internet*

"This game feels like baseball...great gameplay, and super AI. No other game does these things."

- *PC Sports Games*

- **New 1999 MLBPA** player rosters and 1999 career data
- **Career Mode** includes a realistic aging curve, player retirement, and new rookie prospects*
- **Write blockbuster deals** with **Multi-player** trades and **Manage-only** mode to control key aspects of gameplay*

*PC version only



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- *Tip Hunkers, President, 3DO*



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The bugs are taking over - infesting and destroying everything in their path. Are you just gonna sit there and let that happen? No way. It's time to kick some bug butt! Centipede for PlayStation. Wicked bugged out 3-D graphics, all new levels, insects, and worlds. Even play classic style. The bugs are back. Start blasting.



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Ubi Soft
ENTERTAINMENT

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PREVIEW

Ready 2 Rumble

Platform:	Midway
Developer:	Midway
Player:	1-2
Genre:	Sports
% Done:	50%
Release:	September 1999
Web Address:	www.midway.com



You'll have to watch your feet just as much as your fists in this knockout, if your power gets too low your opponent won't do much damage.



THE POWER OF DREAMCAST

Lag-Free



Probably the single most impressive thing about the Dreamcast is how well it matches up with the visual. With games like this—where there is a lot of frames of animation—in a game common. Normally you would execute a punch and have to wait for the animation to complete before continuing. Not in Ready 2 Rumble. At this point in the game's development cycle, when you turn off the crowd and ring graphics, the game comes at a remarkable pace with no lag. Midway tells us the entire game is going to play at that speed when it's finished, even with all the graphical features turned on. If that ends up being true in the final version of the game we are all in for a treat.


Midway's first announced Dreamcast game, Ready 2 Rumble isn't ready just yet, although we did get a chance to check out an early version of the game. Right now, in its current stage of development, the game features only two playable boxes. In the final version of the game there will be 20, each with his and her own attributes and style.

Each fighter has two bars at the top of the screen: one represents the fighter's health and the other his or her stamina. The health bar decreases when hit with a punch, and the stamina bar goes down every time you lose a punch. You can regain your fighter's stamina by holding down the guard buttons for a brief moment (you want to try to keep your stamina up so your punches will do more damage). If you land a hard punch when your stamina bar is completely full, your fighter will earn a letter. If you do this six times before getting knocked down, you will spell out the word "SUNBUL," your fighter's gloves will begin to glow, and you will have unlimited stamina for a brief period of time.

The control of the game is both simple and simple. You use the analog stick to freely move your fighter around the ring. The trigger buttons block high and low, but when held and used with the analog stick, they also allow you to bob and weave and evade. The four buttons on the face of the controller are left punch high, left punch low, right punch high and right punch low. It's a very simple, straightforward setup that allows you to instantly jump into the game and start landing halfway realistic combos. For the old one two. There are

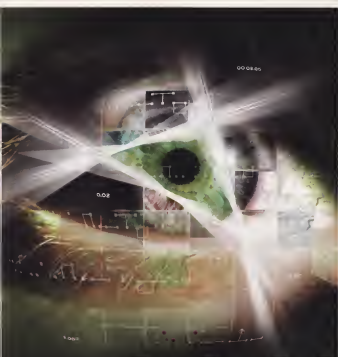
different punches like hooks, uppercuts and lunging jabs that you can perform simply by pressing a direction on the analog stick along with the appropriate punch button.

Usually, Ready 2 Rumble is amusing. Each of the fighters has 100 facial expressions ranging from an ecstatic "I just became heavyweight champion of the world!" smile to a "I am so hurt I am about to lose consciousness!" frown. And usually when they have that expression on their face it's accompanied by some pretty harsh bruises. In the final version of the game, blood will fly from mouths and noses to give the game that tactically authentic look. However, even at 50 percent completion, it's truly amazing how great the fighters look, move and react to the punches.

Although the game is still incredibly early, it is by far and away one of the most impressive games we've seen for the Dreamcast. If Ready 2 Rumble is any indication of what we will see for the Dreamcast, we're in luck. From early impressions, Midway's boxing game already looks like it'll have what it takes to make gamers forget about EAT! Knockout Kings or SCA's Contender. 



As you can see, the graphics are incredible and feature lots of facial details and expressions.

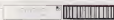


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PREVIEW

Carrier

Publisher	Jaleco
Developer	Jaleco
Players	1
Genre	Adventure
% Gamer	40%
Release	September 1999
Web Address	www.jaleco.com



'Carrier' is a double entendre for both the setting of the game, as well as the victims of a deadly parasitic life-form.



INFLUENCES

A Tribute to the Genre

Carrier is a smorgasbord of sci-fi references. Below are some cinematic scenes which borrow from classics in the genre. Can you spot the movies?



Jaleco's first Dreamcast title, Carrier, will plunge them headlong into the world of survival horror as currently defined by Capcom's ubiquitous Resident Evil series. The possibility that Carrier may be the first game to fill the shoes of this ever-popular genre on the Dreamcast will have many supporters of the system raising their bars of expectation.

It's the year 2027 and factions of global superpowers are split in an ironic conflict over earth's environmental concerns. To combat the rising tide of international terrorism, the first world nations formed the NHAQ (Northern Hemisphere Area Treaty Organization). Meanwhile on the Pacific Islands, a group of military researchers discover prehistoric eggs (codenamed ARCs) miraculously preserved in suspended animation in order to protect the breakthrough discovery, the NHAQ carrier Helios is ordered to transport these plant-like embryos to a maximum-security facility. While en route to its destination, a terrorist bomb causes the Helios's sprinkler system to activate and all hell breaks loose. Your goal is to infiltrate the Helios and investigate its mysterious distress signal.

To establish the appropriate ambience for Carrier, Jaleco has put to task a few technicians versed in more recent 3D adventure games. While most of the game's cinematic angles are composed of pre-rendered backgrounds, there are also a number of areas which will be rendered in real time. From what we've seen, both pre-rendered and real-time

environments look nearly identical—and equally as seamless. Carrier also relies heavily on the contrast between bright and dark areas, light and shadows, as a device of horror. To this end, real-time lighting (Silent Hill anyone?) is used extensively. Jaleco may not be pioneers, but the overall effect is undeniably chilling.

Other details include NPC (non-player character) reactions to your character's behavior. If you place a bomb on a frightened enemy with your trusty assault rifle, he'll cower and squeal. If you cross the threshold and shoot him, he'll run for dear life. Sure, the AI is strictly cause and effect, but at least it gives the combat a slight tinge of joy. Similarly, Jaleco has tweaked combat in Carrier with using crosshairs which toggle a lock on, to help pick off enemies from a distance. Later on in the game, a scanner will help you determine friend from foe. Also like Resident Evil 2, Carrier will require you to switch between characters in order to complete the game.

The game is structured around six large levels represented as the different decks of the Helios carrier. As the enemies and obstacles become more difficult with each level, so will the bosses situated at the end of each stage. It's important to keep all of Carrier's potential in perspective. It's at an early stage of development and the game still needs a good amount of polish before it's released. It should scare people, not frustrate them. The stage is set, the game has hung over, let's hope Jaleco takes survival horror to a new level.



House of the Dead 2

Sega of America has confirmed House of the Dead 2 for a U.S. release and will be available when the Dreamcast is released or shortly after. Everything from the arcade version will be present, as well as a few new modes.

Unfortunately, the Japanese House of the Dead 2 (which is currently out now) suffers from an interesting idiosyncrasy (the calibration is really off). Sega plans on working on this before releasing the U.S. version of the game and gun.



In 1933 the ship Orpheus mysteriously disappeared at sea, 45 souls were lost, or were they?

Echo Night takes you on an exciting supernatural adventure to past times and distant places. Along the way you'll encounter unusual characters, visit past ones, and talk with the dead. Be warned, this adventure is not without peril; there are devils, mind games and puzzles you must solve, before you can't hear the stories of the dead and the ancient biblical tales.



Echo Night Coming in July



Atari

PlayStation 2

Atari

PlayStation 2

Atari

PlayStation 2

Atari

PlayStation 2

Atari

PlayStation 2

AGE TEC
Atari Game Entertainment Technology



PREVIEW
GALLERY

Blitz 2000

This will be the only arcade-perfect version of *Blitz* you can get on a home console. The graphics are exact and the overall presentation is far, far fantastic. New features include the ability to create a book of 27 offensive, nine defensive, nine customized offensive and nine customized defensive plays. Also included are the Cleveland Browns for the die-hard fans. *Blitz* will release Blitz 2000 this September for the DC launch.



Dynamite Deka 2

Remember Die Hard Arcade (*Dynamite Deka In Japan*)? The sequel should be hitting the Japanese DC by the end of May. This is the first game Sega has brought to the DC from its Model 2 arcade board. Choose from these main characters: Bruce Garrisage, Ian Jay or Eddy Brown to take on a group of evil flying terrorists. *Deka 2* also supports the Dreamcast's arcade portpak. There's still no word on a U.S. release.



Which sound effect best represents the past decade in gaming?

source: responses.com on the net



Street Fighter Alpha 3

As if the PlayStation version weren't good enough, new Capcom fans can expect a truly perfect translation of the coin-op *Street Fighter Alpha 3* when the Dreamcast version is released this fall. Why? For the DC features all the special moves and characters (including an improved World Four Mode and the YMU ringings), not to mention early next-existent loading times and a new network option for trading high scores and other game information over the Net.



Air Force Delta

Last month, we showed you the first screenshots of Namco's tight combat game, *Air Force Delta* for the Japanese Dreamcast. **Namco of America** just announced it will be bringing the game over to the U.S. for a November 1999 release. With Namco, Capcom and Konami supporting the Dreamcast, the machine's third-party support is looking simply fab, wouldn't you say? We'll have more on *AFD* later...



The most revolutionary console game of the past 10 years was...

source: videogames.com online poll



Frame Gride

From Software brings mechanized combat to the PlayStation this summer in Japan. Create your own fighter and battle it out against the computer or a friend in split screen mode.



Slave Zero

Based on Axelrod's upcoming PC title, Slave Zero is a giant mech action game extravaganza. You start in the sewers and progress through the city, eventually making your way to the tops of skyscrapers. You'll be able to pick up passing cars and throw them at enemy mechs, climb onto overpasses or stamp on tiny pedestrians in this game. Slave Zero is set for a late September release.



U.S. & CANADA PRESENTS

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TEKKEN

THE MOTION PICTURE

After years of worldwide success, the Tekken franchise has become the most successful fighting game series in history. Now, the world's most iconic fighting game franchise is being brought to the big screen. The Tekken Motion Picture is a cinematic action-adventure film that follows the story of the legendary fighter, Jin Kazama, as he battles his way through a series of deadly enemies to save the world from the evil forces of the Mishima family.

Produced by the same team that brought you the Tekken video games, the Tekken Motion Picture is a cinematic action-adventure film that follows the story of the legendary fighter, Jin Kazama, as he battles his way through a series of deadly enemies to save the world from the evil forces of the Mishima family.

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PREVIEW

Pokémon Stadium

Platform	Nintendo Game Boy Advance
Players	1-4
Genre	Action
% Done	50%
Release	October 1999
Web Address	www.nintendo.com www.pokemon.com

MINIGAMES

More than Battlin'



There's more to do in Pokémon Stadium than just battle, making it a Pokémon fan's dream game. Nine minigames await you and up to three friends, each a Mario Party-style challenge pitting similar types of Pokémon against each other. You'll have to do things like charge up Pikachu's electricity to light a light bulb by tapping the A and B buttons (Tag), or control Kaitaba to run and jump over hurdles on a treadmill (Gutter). Or how about racing to dig a deep hole with Sandshrew, or singing lessons with Delany? Other minigames star Magikarp, Kabra, Brooder, Lickitung and Dross. These mini-games can quickly wear out your thumbs, but it's worth it!



One of the modes in Stadium lets you play the Game Boy game Super Game Boy style. But you can only play Pokémon, so other GB games.

The attacks from the Game Boy games that used to be simple animations are now represented in full 3D.

Anyone who has played Pokémon on Game Boy knows the name of the game is battling. Whether it's going up against teams through the course of the game or linking up with a friend, battling Pokémon is the best part of the game. Nintendo has capitalized on this by bringing the battles to the N64 in Pokémon Stadium. Now instead of watching 2D animation of your Pikachu's attack, you can watch him charge up and electrocute your friend's character in 3D.

All 151 Pokémon are in Stadium, and by using the 4x4x4 Poké you can use the characters you've caught on the Game Boy to battle on the N64, using all the attacks you've taught them. You don't need to have the Game Boy game to play Stadium (you can select from pretrained Pokémon to play with) but they won't be customized.

In one player Stadium Mode, there are six cup challenges with six opponents each—Nintendo Cup '99, Nintendo Cup '98, Nintendo Cup '97, GB to Cup, Aero Cup and Fairy Cup. Each takes place in a different ring, with Pokémon of different experience levels (so you can't go into a battle with a level six Porygon from your Game Boy game and just annihilate everyone, even though that's tempting).

If the Cup battles aren't your style, you can go up against trainers and gym leaders from the game in a battle mode. As you work your way from gym to gym, you have to defeat three trainers and a gym leader for a badge. Or if you just want to play a traditional versus game against a friend or the computer, you can do that too.



Just want to see what your Pokémon look like in 3D? There's a mode in Stadium where you can take a look at their stats, or trade them with friends right on the N64, so you don't have to use the Game Boy link. It can also show you a world map from the Game Boy game so you know where you can find them again.

During battles, an announcer calls the play by play action. That, combined with the camera angles covering the battle, make it seem like you're watching a Pokémon League battle on TV (just like in the first episode of the Pokémon TV series).

Note: The screenshots on this page are from the Japanese version of Pokémon Stadium 1, which will be released in the U.S. as Pokémon Stadium.



Electricity's favorite (Pikachu) charges up a Thunderbolt attack to electricify his opponent.

Rigor Motorist



CARMAGEDDON 2

Apocalypse Now

CARMAGEDDON VICTIM
NO. 2,715
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Army Men Sarge's Heroes

Platform	PS2
Developer	PS2
Players	1-4
Genre	Action
% Done	30%
Release	November 1999
Web Address	www.3do.com



There are numerous scripted events in the game, often involving the execution of Sarge's commands. The above shot shows the events unfolding atop the bridge (as we Sarge runs to save his buddy).



3DO'S MARIOP

Green Men

- Army Men (PC)
- Army Men II (PC)
- Army Men 3D (PS2)
- Army Men: Sarge's Heroes (N64)
- Army Men: Air Attack (PS2)



Every software company wants a mascot character. Nintendo has Mario, Eidos has Lara, and now 3DO has the idea in its sights. Pretty much any kid at least knows of the plastic Army Men. No one here can actually remember who they were made by—but everyone had some, and remembers the classic poses. 3DO currently has four different games in development based on the characters, and has already published two PC real-time strategy games and the PlayStation action game which we reviewed last issue. Screens: (S, A, A+, A-, A, G)

It has to be said that the first Army Men game to hit the consoles (Army Men 3D on PlayStation) wasn't that great. Although fundamentally a pretty neat idea, it had a lot of problems as far as play time and a plot with holes in it the size of the Grand Canyon. Sarge's Heroes is kind of a second attempt for 3DO. The basic idea is the same—an action game where the plastic soldiers (green and tan) battle it out—but this time it's carried out in a more believable setting.

The story line is actually not so all bad. The evil leader of the tan army has found a way to move between the "Army Men" world (a thin world) and "our" world—where he is stealing items which can be used as weapons of mass destruction. Your job as "Sarge" is to stop them from bringing magnetic glasses and bug zapper's into the mini-universe where they'll be used to recruit the Green army on and for all.

As you can see from the shots—the all takes place in a third-person perspective 3D shooter. The majority of the environments are pretty huge—and when set in "our" world they have a certain Mario




Multiplayer support for up to four players, with a variety of deathmatch and team battle modes.

flair, as you qualify about them: cartoony and suitably huge.

To go along with the story "arc," Sarge also has to rescue a number of comrades who have been captured by the tan forces. Rescuing each mate will reward him by adding a new ability to his arsenal, using a bazooka, a mortar (which can even be a mine detector).

You run around, you shoot it stuff, you do a bit of crawling about, a bit of sniping, you jump in some vehicles and drive about (using a control system that has been thankfully overhauled since the PlayStation game—which was as effective as a chocolate kettle) and you admire the nice graphics (which, incidentally, run in 3D using the RAM pack, and have Giga Texure-style specular highlights throughout to give everything a shiny, plastic toy-like appearance).

If the one player version isn't enough, Sarge's Heroes also comes in multiplayer flavor, and is apparently (according to 3DO) the first third-person, four-player game on the N64. Both deathmatch and co-op games are on the menu and from what little we've seen, it looks like it might be fun. This was the saving grace of the PlayStation game, so lets hope the team continues the tradition. 



GAME TOYS

10 BEST GAME/TOY CROSSOVERS

1. Metal Gear Solid
2. Star Wars
3. Tekken
4. Pokémon
5. Mike Machines
6. Duke Nukem
7. Mortal Kombat
8. Crash Bandicoot
9. Resident Evil
10. Lara Croft

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A new episode in gaming has begun!



PREVIEW

Gauntlet Legends

Platform:	WiiWare
Developer:	Atari Games
Players:	1-4
Genre:	Action
% Item:	57%
Release:	September 2009
Web Address:	www.wiiware.com



Sure, *Gauntlet Legends* has a non-player main, but really this game is all about multi-player action! and chaos.



The gameplay in the one-player mode is used differently than the gameplay in the two-, three- and four-player modes.

WEB SHOOTERS

Surf the Gauntlet

Take a look at the URLs below for:

- An interview with Atari Games producer Scott Ames about *Legends* on the WiiU (www.gamespot.com/story/199_04/199_vip_game/199a.html)
- Tips for the original arcade *Gauntlet* (www.classicgaming.com/eat/1tips_ga.html#gau1et1)
- A preview of the PS3 version of *Gauntlet Legends* (www.videogames.com/ps3/ps3-1/gauntlet/)
- A *Gauntlet*-esque online multiplayer game for the PC (www.gamemedia.com/)
- A short history of video gaming, year by year (www.videogames.org/)
- Body pinching... go figure (www.gau1et1.com/)



If you've always wanted to play the arcade version of *Gauntlet Legends* but couldn't muster up enough energy to get up off your couch, you'll be happy to know it's coming home to the Nintendo 64 by way of Atari Games and Midway. *Legends* is a modern 3D take on the classic '80s arcade series—same basic feel, same basic gameplay. There are still traps and chests filled with magic and food to discover, monsters and monster generators to destroy and multiple exits to find. There's also that familiar booming voice from the leeches that tells you when you need some food or when you're about to die. And there are the same four classes of characters to choose from: warrior, wizard, mage and archer.

Of course, there's a lot about the game that's different from the original, too. Most obvious, the graphics and level designs are completely 3D, with loads of lighting effects for magic and in the environments. According to Scott Ames, producer for Atari Games, the WiiU version can handle four players on screen and as many enemies, objects and magical effects they can throw at it without a problem. In fact, the most recent version features the four main players and more than 25 enemies, and still runs at 30 fps.


In addition to visuals, gameplay has been upgraded a bit. Besides the usual hack and slash-type moves, characters now have special moves which can be used once he/she/it has built up. For example, one character sends a fiery phoenix toward the enemy while another uses a BFG (the gun from *Doom*). On top of the action, some levels



have a puzzle escape theme—mostly a “be this switch here to reveal a switch here, which in turn opens a door over there” type of thing.

The game is made up of four main worlds (themed mountain, castle, forest and pyramid), and two end-game boss levels. Each world is composed of five to six levels (some of which are console-exclusive) and a couple of secret levels, all of which can be accessed through four world hubs.

So does this console port feature enhancements to the arcade version of *Gauntlet Legends*? Not by your sweetest use it does. There are new player characters, secret characters, new drinks and booses. In addition, a networking mode allows players to go up against each other for points, treasure and gear. Consequently, the WiiU edition has one- to four-player support for all game modes.

Like the arcade version, players can save characters in order to build up experience, items and gold. But with the home game, you can save your player as your Controller Pak, so you can take it to a friend's house and use it there. 



Fighting bosses in *Legends* is a tough job when you're by yourself. Luckily, there's magic and power-ups.



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PREMIER
GALLERY

Donkey Kong 64

As is the norm, Rare is keeping pretty quiet about the specifics of its latest project, but it's no secret that DK is joined on his latest quest not only by faithful sidekick Diddy but also by a host of new faces including Tiny, Lanky and Chunky (no prizes for guessing how they're going to look.) These new characters each have very different abilities, although as we get to press it's not clear if you can switch between them during the game, or whether they each have different quests. *Sonic Adventure-style*, Rare will release more details on DK64 (as well as all its other projects) later this year, so hopefully we'll have a lot more screenshots and information next month. In the meantime—enjoy these.



Which of these industry personalities do you consider the living icon of console gaming?

source: videogames.com online poll



Nuclear Strike

Thanks to THQ and Pacific Power & Light Company (that is a name of a game developer by the way), PS4 owners will finally be able to play one of the Strike games without having to buy another system first. In this winter Xbox release, players control a variety of military vehicles and complete complex mission objectives in order to stop a nuclear terrorist who desperately wants to start WWIII.



Top Gear Rally 2

Rally fans should know Kenner's TGR 2 has a few tricks up its sleeve, most notably a track-generation system capable of creating courses on-the-fly. The flagging system could theoretically produce an infinite amount of roadways. In addition, 14 cars and loads of licensed parts and upgrades are included. No word if the vehicles will be licensed. This *Bluffie*-coated game is a winter '09 release.



BattleTanx II: Global Assault

Look for the sequel to *BattleTanx* this holiday season from The 3DO Company. It features another goofy plot, but makes up for it in its robust selection of gameplay modes and nice-looking graphics. There's a one-player mode of course, but it seems as if multiplayer is a huge part in the overall experience this time. In addition, there is an array of new tanks and weapons to use, and 30 new levels to play through.





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NOT NEED FOR SPEED III.



NOT NASCAR REVOLUTION '99.



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Who is the king of all game characters?

source: videogames.com online poll



NFL Quarterback Club 2000

Aztec is hard at work on the latest incarnation of their popular NFL football franchise, NFL Quarterback Club 2000. Since the game engine was more or less solidified with last year's QBC '99, this year Aztec and Iguana are working on making the gameplay more realistic, with smarter AI and more balanced play (taking out the turbo button was a nice first step). QBC 2000 for N64 is due out in August.



Blitz 2000

N64 fans can look forward to the latest version of Midway's Blitz to hit their system this September. Some new tweaks include the wheel now affecting the ball (for passing, punting, etc.), and the ability to map a receiver directly to a button on the controller. If you want to pass to that receiver, you hold down the blitz pass button and the receiver button and the pass is made. The graphics will get a boost too.



Supercross 2000

Note: Racer and Control Freaks Superbike Racing are just not enough motorcycle action for EA. Now an exclusive motorcycle sim featuring licensed bikes—Honda, Kawasaki, etc.—and 25 of the world's top Supercross and freestyle riders are a hop for a fall '99 release. Both supercross and freestyle competition are featured. Other notables include Create-a-Rider, two-player and TV-style announcer.



Lego Racers

Ever wanted to drive the Lego cars you spent hours perfecting? Now you can, with Lego Racers from High Voltage Software and Lego Media. Each of the tracks will feature a theme from actual Lego sets you can buy off the shelves, and players are encouraged to customize their racers for maximum eddity. A fairly robust car builder engine allows you to build your vehicle piece by piece. It is released in September.



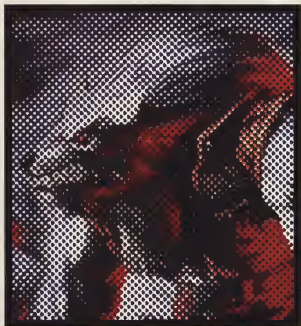
Bassmasters 2000

THQ's Bassmasters 2000 bursts out the fishing genre with purely 3D lakes, lure casts and commentary from big-shot angler Shaw Griggly. If that wasn't enough, Create-an-Angler puts you in the boat seat (so to speak) on a series of TV-style fishing tournaments. Another hot shot fisheries, the last Martin offers quick tips for anyone who'll listen. This Humble Pak and two-player compatible game is a winter '99 release.



Psychological Test #7— Discovering your inner self.

Q: Do you see a ballerina in worn slippers and pink tutu smelling a faded rose?



Yes, I see the ballerina. I also happen to wear my pants too tight.

No, I see the noble savage that lurks deep in my subconscious mind – after all, man is a combination of the sophisticated and the primitive, of the learned and the instinctual. *Bloody Roar II* is the perfect outlet for my animal aggression. Every scorching slash, pulverizing punch and bone-cracking combination is rendered with deadly clarity. I can morph into multiple beasts, including hidden monstrous warriors. I can even create my own devastating fighting combinations. We should never try to deny the animal. We need to unleash the beast within us all or die trying.



Fig. (a)



Fig. (b)



Fig. (c)



www.playstation.com



R-Type Delta

Publisher	AGEDEC
Developer	Iron Software Eng.
Players	1
Genre	Shooter
% Done	90%
Release	July 19/99
Web Address	www.agelec.com



The R-Type series has always excelled at stylish design, and R-Type Delta is no different. Its strategic, pattern-based play is inspiring, to say the least.

RTD is nearly as much fun to watch as it is to play. It's easily one of the most visually stimulating PS games to date.



THE R-SERIAL

Bydo 101

RTD has three selectable ships. The Ig (top), the Rg (second from top) and the Rk (third from top). Each has a different Force Unit with individual abilities and weapons, and each has its very own mega-powerful Delta Weapon. The POW Armor (bottom) is a hidden ship that opens up later...



R-Type fans have a lot to be thankful for this year. As if the release of R-Type: The Excellent retro compilation disc back in February weren't enough, we're about to get an even better treat. This July, AGEDEC (formerly Aack Entertainment), is bringing home what is arguably the best R-Type game to date, the awe-inspiring sequel to a de-facto that took Japan by storm this past winter, R-Type Delta.

The immediately noticeable differences between R-Type Delta and past R-Type games are mostly aesthetic. The RTD engine is entirely 3D, and loaded with graphical splendor (this game has special effects up the wazoo), but the core gameplay remains 2D, as it always has been.

This time around, there are three different ships to choose from at the outset, each which has a different Force Unit (the little piece that attaches and detaches from the front of your ship) and a different set of weapons. The Ig is the classic R-Type ship, and features a Standard Force unit. Of the three ships, it's probably the most difficult to play through the game with. Next is the Rg; it features an Anchor Force unit that maintains a stream of energy between the ship and the force unit (when it's detached) that'll destroy anything that comes in its path. Finally, there's the prototype Rk ship, which has an awesome forward Force unit that practically has a mind of its own. When detached, it will seek out and attempt to destroy just about anything that moves. There's a hidden fourth ship as well (the POW Armor—the ship that delivers your power up throughout the course of the game), but it doesn't

open up until you fulfill certain requirements during the game. Each ship also has the classic Beam attack, which can be charged up to two times (just like R-Type II) to unleash an extremely powerful blast. Infinitely enough, the Speed power-up no longer exists in R-Type Delta. Instead, each ship has four speed levels that can be changed at any time with the L1 and L2 buttons, making for even more in-depth gameplay.

Finally, each ship has a mega-powerful Delta Weapon attack which charges up by absorbing energy from past enemies through physical contact with your Force Unit. The results of these attacks are quite often spectacular—and very deadly.

RTD's seven stages can best be summed up as an one word: freedom. Did school shooter fans who seek challenge and strategic gameplay will be in heaven when they get their hands on this gem in July. Welcome back, Bydo—we sure missed ya. 🐉



R-Type Delta's highly imaginative bosses can be quite lethal. Learning their complex patterns is a must.



PREVIEW

Too Human

Platform	PBA
Developer	Silicon Knights
Players	1
Genre	Action/RPG
% Done	50%
Release	Q1, 2006
Web Address	www.siliconknights.com

THE MOVIES

Cinematic



Silicon Knights' CG sequences have been compared to Square Soft's. Without a doubt, the quality and level of detail is astounding.

THE ACTION

Offensive



Players have access to more than 50 weapons, four targeting systems and six animation types. The cool thing is, you can mix and match them for a variety of different effects. It should also be noted that the game is not strictly shooting and killing; players may have to use stealth to achieve their objectives. For example, one mission has you hacking into computer systems without getting detected.



Enemy secrets got you down? No problem...Just use the security cams to check out where they're hanging out.

Here's how Frank. Don't mess with him...he'll see we real good.

Role-playing games for the PlayStation have been for the most part, for lack of a better word, typical. You have your typical employer in danger with your typical reluctant hero helping out with typical spells and typical monsters. Although there is nothing wrong with that formula (a formula which has been very successful by the way), gamers are always looking for something different. *When Blood Omen: Legacy of Kain* was released for the PlayStation back in 1996, it was definitely one of the more original role-playing games for the 32-bit system. With its wonderfully dark story line and impressive visuals, the game gave RPG fans a totally fresh and unique experience. Now after three years in development, the creator of *Legacy of Kain*, Silicon Knights, is ready to unveil their next masterpiece for the PlayStation, *Too Human*. Part action game and part RPG, *Too Human* combines incredible 3D graphics with deep and varied gameplay.

Too Human is a futuristic psychological thriller set in the year 2424. Players take on the role of undercover police officer John Frank. While investigating the death of a fellow officer, Frank gets sucked into an underground world of corporate espionage. As Frank gets exposed to more and more of this high-tech corporate world, we find out that this journey is of self discovery. What's so unique about *Too Human* is the non-linear story line which deals with some very important issues, such as, is technology changing our lives—for better or worse? Can computers ever really replace mankind? What is the human soul? If there is one.

What Silicon Knights has proven to PlayStation owners is that they are great storytellers, and *Too Human* is no exception.

As mentioned before, *Too Human* is an action title as much as it is an RPG. There are more than 45 different worlds in the game, spanning four discs. The game is played via a third-person perspective in complete 3D. As you play the game, your character gets faster and more accurate using familiar weapons. In addition, players will be able to cybernetically enhance themselves to get better and stronger. In *Too Human*, the player grows by gaining experience and by physically replacing body parts with machinery.

When speaking with the president of Silicon Knights, Denis Dyack, you can feel the excitement in his voice when talking about *Too Human*. "The epic nature of the game is what does it for me. Players will be carried away in a detailed and engaging hard science fiction story. *Too Human* has over an hour of cinematics and there are lots of cool characters, both friends and enemies, for the player to interact with during the game. We have think the final game will have more than 50 hours of gameplay. Plus running at high res at 30 frames per second with no load times, *Too Human* will be the game of choice when it is released." No load times? What gives? According to Dyack, Silicon Knights' programmers are utilizing a method where the game loads at discrete moments so as to keep the gameplay seamless. "You will never see a 'loading' screen while playing *Too Human*," Dyack exclaims. "Trust us, the game will blow you away." 🎮



Who's the hottest game bunk?

source: videogames.com editor poll



Metal Gear Solid Integral

The most highly acclaimed game for the PlayStation 3 was the first to get straight A's from the *ESM Review Crew* has spawned something new. This isn't a sequel by any stretch of the imagination—think of it as a "Special Edition" of the game. Set for release very soon in Japan, the package includes the original game along with the following features: First, it allows you to play the entire game in first-person view (Quake style) once you've completed the mission once. Second, it offers you training missions which are now packaged on their own separate CD. These levels take the VR training concept considerably further and offer some great level layouts (see screenshot). Aside from this, there's now **PlayStation support** as well as a feature that allows you to take photos of Naomi and Mei Ling Aoi in new outfits for Snake and Meryl, and you have a Special Edition that might actually be worth checking out.



Onimusha

Capcom brings survival horror to an age of Japanese civil war in the 17th century in *Onimusha* (literally "Demon Warrior"). Half-based on real events and half fictional, you play Samanosuke Aochi, as he tries to find his kidnapped cousin taken prisoner by Mitsuhide's troops. You must search through the castle full of traps and mysteries. Scheduled for a winter **egg** release in Japan, it may come to the U.S. in 2006.



Die Hard Trilogy 2

It's about time somebody made a sequel to the iconic trilogy. After all, the original was essentially three great games for the price of one. Thankfully, **Tex Interactive** and **m-Space** are doing the same thing with part two. Due in the fall of '99, the multi-genred action title takes place in Las Vegas where John McClane must stop a group of international terrorists from wiping Sin City from the face of the Earth.



Fear Factor

Edes and Krome's new PlayStation collaboration appears to mix elements of Resident Evil, Blade Runner and Hong Kong-style action flicks. The environments are similar to the procedural scenes of Resident Evil, but with FMV footage streaming or looping in the background, giving each scene a busy city look. This action-adventure game is expected to ship in stores around **November 1999**.



Suikoden II

Fans of **Koei's** popular PlayStation RPG, Suikoden, will be happy to know the company is putting the finishing touches on its long-awaited sequel, Suikoden II. Similar to the original game, Suikoden II will feature a cast of tall characters, as well as differing types of battles (like normal, army vs. army etc.). The game is expected to hit store shelves in the U.S. this **August**.



Destruction Derby 3

It's arguable that Destruction Derby was never actually that great of a game. Riding high in the charts early in the PlayStation's life, both the original and the sequel made an early impact. This third installment sees a different look for the game as new developer **Studio 44** picks up where Reflexions (now working on the excellent Driver) left off. Watch for DD3 in stores from **Peggy's** this **August**.



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Bass, muskie, pike, channel catfish, walleye, crappie and more

Who's the hottest game babe?

source: videogames.com online poll



Final Fantasy Anthology

This winter, Square EA will be bringing out Final Fantasy Anthology, the awesome compilation that will include Final Fantasy V (never before seen in the U.S.) and VI (seen here as Final Fantasy III). The two games will remain faithful to the original Super Famicom versions, except for newly added CG sequences.

So why isn't FF IV (the U.S. FF II) included, like it is in Final Fantasy Collection over in Japan? According to Square officials, the only reason FF Anthology is being released is because of consumer demand after the PC versions of FF V and VI were cancelled (they were cancelled because Square didn't want to enter the PC market with another lost game). Square also told us FF Anthology being released here is a completely independent company decision from FF Collection being released in Japan. If enough people ask, Square said it'd re-release FF IV some day... though it's too late for consideration to be included in Anthology.



Colony Wars: Red Sun

If you've ever wanted to play as a Star Trek-type of character who looks out for no one but himself, then Red Sun from Pegasus-Looney is your game. That's right, you don't have to jack codes in this Colony Wars—all though you may end up teaming up with somebody depending on what missions you complete. Pegasus-Looney's enhanced graphics, more cinematics and a revised mission structure. Look for it spring 2000.



Bugs Bunny Lost in Time

Now that we've gotten a chance to play Infogrames' Lost in Time, we can say it feels like a Jersey Devil does right! (Both were developed by Behaviour Interactive).

The game has a great Looney Tunes atmosphere. In fact, many of the missions are modeled after classic episodes—you can even see the same techniques (bugs used in those shows to defeat or distract enemies) in the ball-fighting stage "La Comedia." You can position your mascot cape in front of one of the wooden barriers, then dodge at the last minute to dare the chagging foe! Look for cameos from such favorites as Diner Todd, Witch Hazel, Yosemite Sam, Rocky and Mugsy, and Marvin the Martian in this June release.



Crusaders of Might and Magic

3DO hopes to bring the world of Might and Magic to the PlayStation via the highly popular 3D action game. Crusaders will emphasize its level environments on wide open playing fields but also contain plenty of dungeons for those more comfortable in dark, dank places. Combat will be real-time melee coupled with spells and a full range of weapons. Crusaders of Might and Magic is set for release this winter.



V-Mem™ Virtual Memory Card System

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D N A C I T O **S** S I I E P E
N O H R N S N M Y I A M L T
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M B I Y O N A U G T H A N
K E S M H W O T R U M T
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E Q W M I S A S X S H W U V

1) **SEARCH**

2) **CLICK**

3) **AVE**

4) **WH**

5) **THE**

6) **SEARCH**

7) **WH**

8) **WH**

9) **WH**

10) **SEARCH**

11) **HISTO**

12) **SHOUL**

13) **BE**

14) **SAVER**

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16) **IT**

17) **WAY**

18) **TO**

19) **THE**

20) **IT**

21) **SAVING**

22) **IS**

23) **NOT**

24) **A**

25) **GAME**

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Fighting Force 2

There are two important things you should know about *Blithe* and *Carr's* follow-up to their browser. One, the game looks great so far and two, the gameplay is virtually nothing like the first *Fighting Force*. The action is more in line with *Tomb Raider* or *Metal Gear* with lots of emphasis on exploration and sneaking around. The game even has a Sniper Rifle Mode. Look for it's this **October**.



Ready 2 Rumble

Currently causing commotion on Sega's new console, *Ready 2 Rumble* looks to bring its brand of pugilistic mayhem to the PlayStation. Developed by *Pole Position*, *Roll* will feature the same fast-paced action as its other incarnations. *Midway* is currently planning on releasing the game around **September** which is when other versions are scheduled to hit stores.



Army Men: Air Attack

200's next *Army Men* game, *Air Attack*, has you flying a variety of helicopter-based missions in stages made up of sand castles, picnic tables and deadly lawn sprinklers. This game, set for a fall release, will support two-player competition or co-op play. The screens you see here aren't actual gameplay shots, but rather rendered scenes demonstrating what the programmers envision the final product to be.



Blitz 2000

Midway hasn't forgotten the PlayStation. *Blitz 2000* is coming this **September** and will feature what they call Intelligent Play Scaled AI, which means the logic in the AI will learn as the game is played in an effort to cut down on "cheating." And the CPU will apparently pick power-ups more like a human would—doing it in response to what you've picked on the PS screen, rather than randomly. **Heat**.



Rollcage Extreme

If the world isn't smoldering from Y2K riots we'll have *Rollcage Extreme* to look forward to in the **spring** of **2000** release. *Rollcage Extreme* is pushing the limits of flag-bag racing. Twenty tracks in six new environments are featured. *Pyrotechnic* promises even madder weapons and more stuff to destroy on the roadways. New game modes include: Start, Survival, Destruction and an old game called *Rollcage Soccer*.



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Psychic Force 2

Psychic Force has given us a peek at the Dreamcast version of *Psychic Force 2*, but no more. Taito has planned *Psychic Force 2* for a summer release in Japan. The battle system in *Psychic Force 2* is unique in its projectile-heavy strategies and free-floating elements (in a pseudo 3D "arena"). PCs for the PlayStation will have these characters and featured in *FFIX* on the Dreamcast, as well as extra anime FMV.

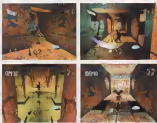


Gauntlet Legends

This arcade port from *Blaze* and *Midway* coming in September '99 puts you in control of four classes of fighters, killing monsters, using magic and casting spells. If you're not familiar with the arcade version of *Legends*, think of the original *Gauntlet* except with 3D graphics, fancy visual effects and themed worlds. It also features a two-player mode. Check www.wildgame.com/ps1/gauntlet/gauntlet/ for info.

TnT - Tricks and Treasures

If *TnT* plays anything like it looks, we'll have one impressive game on our hands. Problem is, we can't help but think back to *Rascal* thanks to the game's graphics. Whatever the case, this action *PlayStation* title due in the winter of '99 puts you in the role of an hero to a throne who must use various traps, spells and weapons to compete against other, more evil heirs. *TnT* also features a "Tricks" four-player mode.



Lego Rock Raiders

Lego's latest (and greatest) line of building blocks involves a bunch of cosmic miners called *Rock Raiders*. The crew of the *LMS Explorer* must collect enough Lego energy crystals in order to power their way back home. The game is centered around a series of scenarios which require you to pilot different vehicles. Developed by *Beta Design Interactive* and *Lego Media*, the game will be out in October.



Choaniki: Great Brother

In case you missed it last month, we promised the "previews" out there a bit more coverage of *Choaniki: Great Brother* by *Wanage*. Remember or not, *Choaniki* is a total freak show. Most of the scenes are digitalized photos of actors (and actresses), which just adds to how creepy or funny it is, depending on which way you swing. *Choaniki* was originally out for the PC Engine, but has since found a go for the



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PREVIEW GALLERY

Name the decade's most important technical innovation.

Source: www.gamespot.com and www.giantbomb.com



GroC 2

Obviously this one from Fox Interactive and Argonaut isn't as quite as graphically expressive as its PlayStation cousin. GroC is on his way to the GBC in June, and brings side-scrolling fun with him while he searches for his long-lost parents. You'll travel through themed worlds while using special attacks on a variety of baddies.



Intl. Track and Field

Naam's classic debuts on the GBC this August. This time around, the events of the decathlon are spotlighted: the shot put, pole vault, team dash, etc. Train an athlete from college competition through the world championship. Playing an strengths and weaknesses will be key to the training process. A two-player mode bonus will allow 4-player link competitions.



Chase HQ: Secret Police

For years now, people have been asking, "Why doesn't someone do a new version of Chase HQ with cool graphics?" Well, never mind, for the time being we'll just have to make do with a slightly juiced up version of the B-Movie game from [mega11.com](http://www.mega11.com) and developer [Caga](http://www.caga.com). Set for release in June, the racing/shooting classic is good for one or two players.



Madden NFL 2000

Madden football for the Game Boy Color? Four play modes—Season, Playoffs, Exhibition, Tournament plus a healthy dose of stats will make sports gamers quite happy. In addition, special juke moves and monster hits apply the "Madden" touch. Fully endorsed by John Madden and the National Football League, this THQ release hits the shelves fall '99.



Tarzan

Activision and Disney Interactive team up to bring the youngest GM in the jungle to GBC. Swim, jump, climb, swing and run through 15 levels of action, battling snakes, crocodiles and elephants to save your family from hunters. Tarzan is set to swing into stores this summer, simultaneously with the release of Disney's movie.



Kluster

Like Tetris, Kluster from [Integram](http://www.integram.com) has you maneuvering blocks around so they fit into a grid and around one another. The difference is there's no chain for the blocks to fall into. Instead, you move a central object around the screen making sure the converging blocks fit properly. Kluster also features a two-player link mode. Look for it in the spring.



Let Infogrames Put Some Color Back In Your Life!

LOONEY TUNES

CARROT CRAZY



Bugs Bunny and Lola Bunny wake up to find their carrot patch is empty! You can bet your cranchy carrots that other Looney Tunes characters are involved too. Enjoy classic side-scrolling game play throughout 16 colorful and challenging levels!

THE SMURFS' NIGHTMARE



What a terrible, terrifying day with evil gnomes spell on the Smurfs' village. All the "Smurfs" except for Nefly, are trapped inside their sweet nightmares. Go quick! Help him rescue his friends to evade their 18 stages of fun designed only for Game Boy Color.

LOONEY TUNES TWOUBLE



It's time to roll 'em over again, aptly titled "TWOUBLE!" by title Tweety. "TWOUBLE!" is a colorful combination of side-scrolling and retro-style game play. Meet other Looney Tunes characters as you collect, combine, and crush objects throughout Daffy's neighborhood.

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PREVIEW GALLERY

Bust-A-Move 4

It's virtually impossible to hide from the Bust-A-Move series now. Once a bastion of quality puzzle gaming, it's now become something of an owl-milker concept that's lost a lot of its charm. This said though, the latest handheld incarnation from Acclaim and developer Coreliah appears to have all the right features. Don't be fooled by the screen shot though...this is actually only a one player game. Shame that.



Revelations: Demon Slayer

Atari brings its Megami Tensei RPG series to GBC in July with Revelations: The Demon Slayer. On a distant planet, where people have learned to use a special power called "Gaia," peace is undermined by those who would use this power for evil instead of good. Get monsters to help you in your quest, then link up with a friend to battle them.



Survival Kids

This Pokémon/RPG-inspired game has been making waves in Japan for weeks now. As the story goes, you're the child of a famous explorer. Shipwrecked on an island, you not only must survive but ultimately return to civilization. The meat of the game revolves searching for food, tools and other resources vital to your existence. This Nintendo title is a full '99 release.



Oddworld Adventures II

Bluffie has started work on the second portable Oddworld game. Oddworld Adventures II, unlike the first, will be in full color (but it'll also run on black GBs). This sequel will also feature bells at many stages, more GameSpeak and more characters to possess. GT Interactive will be releasing Oddworld Adventures II this November.



Puzzle Master

According to metacritic's press release, Puzzle Master forces you to embark on a journey to "save a world plagued by flood (ah) of water, fire, wood and stone." Hmm...those floods of wood are pretty nasty. Usual descriptions aside...think Zelda, think fantasy setting, think dropping objects on character's heads, think talking creatures as well as blocks.



Mario Golf GB

In August, Nintendo will be bringing out Mario Golf GB in Japan (the US version is also due out this year). This color-only title will have RPG elements, but even more exciting, it will link up with the N64 version of Mario Golf (via the GB Pak) so you can transfer game data. In fact, some secret characters in the N64 can only be opened up by importing them from the GBC version.



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GAME BOY COLOR



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HEADLINE STORY



Photo Courtesy: Daily Planet
By PERRY WHITE
Daily Planet Editor-in-Chief

■ The last interview before Superman's disappearance.

METROPOLIS — Last night in Metropolis, Daily Planet Staff Writer Lois Lane and photographer Jimmy Olsen disappeared just after leaving on assignment. After a diligent 2-hour search through the city, Daily Planet Reporter Clark Kent contacted Superman for his help. Superman acknowledged the fact that they were missing, and was tipped off that the two had been taken into a mysterious cyber-chamber.

Now Superman has decided to enter the chamber in search of Lois and Jimmy Olsen. Some rumors believe that once on

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MAN IN A NEW DIMENSION

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...Metropolis is left without...
...Superman. In the coming...
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*"The Man of Steel
...ring a dimension
...o other super hero
...one before."*

...ation against crime. Inspector
...Sawyer reports that crime levels
...y have already began to skyrocket
...es citizens to remain patient and
...tic in the hopes for Superman's
...ent page 12





PREVIEW

Tekken Tag Tournament

Platform:	PlayStation 3
Developer:	Bandai Namco
Players:	1-2
Genre:	Fighting
% New:	40%
Release:	June 19, 2012
Web Address:	www.bandainamco.com

www.technet.com

NEW CONTROLS

The 5th Element

Not only is tagging an important strategy for staying alive, you can also use it to devastate your opponent. See below as player 2 does a pop-up hit followed by a four-hit chain combo.



What the *P* The *PS3* version played a stellar *Knockout* character over his shoulder. Could he be one of the three release characters?



If the quality of a game was based purely on longevity, then *Tekken 3* might very well be the best 3D fighter ever made. Since its release in the spring of 1997, *Tekken 3* has fostered an impressive community of gamers dedicated to competing with each other in arenas not made for *Nesque*, timing is everything. Along with *Nesque's* "late release" system which introduced hidden characters to the roster, an amazing part of *Tekken 3* to the PlayStation made sure the player reached the maximum amount of powers for the most amount of time. Now two years after its original release, *Tekken 3* will receive a significant update.

Tekken Tag Tournament, masterfully blended *Tekken 3* by introducing and revisiting, sets precisely between the last *harem* of *Nesque's* PlayStation 2 arcade board and the drawing of *Sony's* PlayStation 3. But to say *Tekken Tag Tournament* serves purely as a strategic placeholder until the release of *Tekken 4* would be presumptuous. Instead, *Nesque* has designed *Tekken Tag Tournament* as the service for all the loyal followers of the series. The latest arcade update will have an initial roster of 20 playable characters, with another 12 slated for release as the many of *Tekken Tag's* new release system. The 32 *Tekken 3* returns include: Jin Kazama, Paul Phoenix, Marshall Law, Anna Williams, Lei Wulong, King, Nina Williams, Yoshimitsu, Lang Kleopatra, Hwoarang, Eddy Gordo, Bryan Fury, Jeeba Chang, Gun Jack, and Heihachi Mishima. Back are the fighters from *Tekken 2*: Jun Kazama, Michelle Chang, Baek Goo Sun, Anna King



and Garry. There are 10 additional question marks reserved for late-release characters. Although *Nesque* could not comment on a specific release schedule, they did hint at the likelihood that many other *Tekken 3* favorites will be joining the cast. Since the game has an arcade debut in June, *Nesque* has set an aggressive late release schedule—all 32 characters should be available by fall.

Tekken Tag Tournament consists of two main team battles per set for the duration of one round. To implement "tagging," *Nesque* has added a fifth button. One can use the tag button in a number of liberal ways.

Tagging the tag button will quickly swap your teammate in and out of battle. Fighters who are pulled from action can recover a limited amount of energy, but unlike the model used in *Marvel vs. Capcom*, you don't forfeit health recovery by swapping your characters back and forth. You'll need to keep an active eye on health bars, though, because one K.O. is all it takes to lose the match. *Nesque's* still debating internally whether victory



Welcome to the new school, same as the old school.

WHO SHOULD HEARD FOR TENKA TAG TOURNAMENT?

Amara King, 3/18/09

Wesley G. Smith, 3/18/09

Garage, 3/18/09

Joe Karamia, 3/18/09

Katya Shibuya, 3/18/09

Michelle Chang, 3/18/09

source: videogames.com editor poll



NEW ANIMATION

Staggering Detail

In addition to all the extra little touches of animation in Tekken Tag Tournament, there are also moves that stagger your opponent. Staggering can happen to either attacker or defender, depending on the move, the range and positioning of the fighters.




conditions should require both characters on a team to be KO'd before winning the match. The primary concern here is that novice players may find themselves out of a game too quickly by forcing players to swap characters. Namco is brainstorming to learn Tag Tournament's central purpose.

There are a variety of advanced aids for the new tag button, all of which will drastically alter the way Tekken 3 (in the traditional sense) is played. By hitting the "tag" players can use it to switch side step followed by a tag out, then dig in with a fierce combo, switch out after a knockdown to avoid ground time, pop your opponent up in the air, then tag in your second character to carry on a juggle combo, or use the tag button as a dodging tactic in the right situation. Tekken Tag Tournament will require players to completely re-examine their playing style and adopt new strategies in order to compete against other arcade goers.

Since Tekken Tag Tournament operates on the same hardware as Tekken 3 (Namco's profit) System 32 board, it looks practically identical to its predecessor. To give this Tekken some differentiation, Namco has supplied visual touches that give the action more realism and the experience more grace. Subtle details like new block animations for stagger hits or delay animations for block-down p attacks have been added for extra realism. Many new moves have also been endowed to both Tekken 3 and Tekken 3 characters. To bring the Tekken 3 cast into a full 3D fighting arena, each of the two returning fighters will have a



full range of new moves and side throws. Aside from different colored costumes, Bryan, Jin and Anna all sport a distinctly different look than in their Tekken 3 outing.

This summer, we can expect to see Namco practically promoting their latest fighter. Word from our man-on-the-scene is that a national Tekken Tag Tournament will take place sometime this fall. Regional winners will meet with contestants from other states to fight in the national championship. There as a finale, the best players from the U.S. will get to challenge Japan's elite Tekken Tag players for the ultimate tag title. To get the latest tournament dates and information, visit the Web site www.tekkentagtournament.com. Electronic Gaming Monthly will do its best to keep you abreast on the progress of this exciting event in the months to come. 





PREVIEW
GALLERY

Which gaming franchise are you most sick of seeing on EGM's cover?

Source: www.egm.com online poll



Street Fighter III: 3rd Strike

Wind does a charm, or so they say. Here are more screenshots from Capcom's latest SF3 update. Capcom has tweaked the existing SF3 fighting engine to include hyper jumps as well as a handful of EX moves which render your character invincible to attacks. After each round, each player will be judged on offense, defense, tech and EX points. We were also happy to see a return of the carnage-mash bonus.



Buriki One: World Grapple Tournament '99 in Tokyo

Loosely based on the "Ultimate Fighting Championship" competitions is SNK's latest fighting game, *Buriki One: World Grapple Tournament '99 in Tokyo* (say that so times fast). There are 16 playable characters covering a wide range of fighting styles (wrestling, boxing, taekwondo, even sambo) from countries around the world. Most unique about the game are its controls, where players use buttons to move left and right, and a joystick to execute various moves. No word yet on whether *Buriki One* will make it stateside.



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The logo features the word "VIDEOGAMES" in a bold, white, sans-serif font, centered within a black oval. This oval is surrounded by a thick, glowing border that transitions from orange to yellow to cyan. A smaller, rounded shape on the right side of the main oval contains the text ".COM" in white.

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By Gary Mollathun

MEN

AND WOMEN

IN

TIGHTS





With Wrestling Bigger Than Ever, Acclaim Climbs into the WWF's Ring One Last Time with a Pumped-up Sequel to War Zone

"S

ometimes, it's hard to believe that you're watching a wrestling match. It's just a bunch of guys in a ring, right? Well, not anymore. The WWF's new TV show, *Wrestling*, is the most exciting and entertaining wrestling match ever. It's the best of the best, the most exciting and entertaining wrestling match ever. It's the best of the best, the most exciting and entertaining wrestling match ever. It's the best of the best, the most exciting and entertaining wrestling match ever.

The WWF's new TV show, *Wrestling*, is the most exciting and entertaining wrestling match ever. It's the best of the best, the most exciting and entertaining wrestling match ever. It's the best of the best, the most exciting and entertaining wrestling match ever. It's the best of the best, the most exciting and entertaining wrestling match ever. It's the best of the best, the most exciting and entertaining wrestling match ever. It's the best of the best, the most exciting and entertaining wrestling match ever.

Oddities of Wrestling

War Zone's infamous create-a-player mode is even more creative in WWF Attitude. We put it to the test and built a bunch of wrestling-related oddballs. Do you recognize these guys?

OK, we'll start with an easy one. Before becoming Mizuno's hottest superstar, Sir "Trudy" stomped all corners in the WWF.





The above shots are from the PlayStation3 version. All other shots are from the Wii.



Forum rule for Dave tonight's show gets (as previously viewed by) As the road money supporters of the show, have taking it back on their own. And after the show the... (text is partially obscured)

... (text is partially obscured)

Lords of the ring...

It's a lot of beer from a lot of fans... (text is partially obscured)

with... (text is partially obscured)

The... (text is partially obscured)

... (text is partially obscured)

... (text is partially obscured)



WRESTLING BY THE NUMBERS



It's Jesse "The Body" Ventura

In a recent report issued earlier this year, tabloid TV show Inside Edition and Indiana University monitored 90 episodes of WWF Raw between Jan. 18, 1998, and Feb. 1, 1999, just how much couch-potato and pee-pee talk can be crammed into a two-hour show? It's all in the report.

- Greeting/greeting to someone's couch (the O-K salute): 1,658
• The of 'one-finger salute (commonly associated with Steve Austin): 257
• Simulated sexual activity (well, aside from two big sweaty men in tights rolling around on a mat): 228
• Setback activity: 47
• Simulated drug use: 42
• Talking about or appealing to urinals: 21
• Appearance of a character as a prostitute: 20
• Minutes of actual wrestling per two-hour show: 36

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ALL THE RIGHT MOVES

Although they can't appear in the game, WWF wrestlers the Hardy Boys were used to generate motion data for WWF Attitude's two new moves. "They practically killed themselves," says project manager Vince Buckhorn. "We were there for a week, and by the end, they could barely move. They sold every single move, and that's important because what you get with motion capture is what you end up with. So, if they don't do it like it's real, it won't look real in the game."

All the ring entrances, however, were performed by the game's designers, Tom Huttstman, who sewed tape of each wrestler before mimicking his walk and mannerisms. The look of the wrestlers themselves was achieved through standard photography. Close-up photos of every WWF star provided texture data for the artists. Buckhorn credits better photography for the improved look of Attitude's wrestlers.

Of course, all of the voices heard in Attitude were provided by the actual wrestlers. Too bad when you hear Stone Cold's trademark "Oh, hell yeah!" you'll realize it's the real thing.



The image at right—a composite of wrestler parts—illustrates the cheaper photography technique's artists used for Attitude's textures. It's also the creepiest photo we've ever run in WWF's history.



to create a more realistic motion capture system. The system was designed to capture motion data from a real person, not a computer-generated character. The system was designed to capture motion data from a real person, not a computer-generated character. The system was designed to capture motion data from a real person, not a computer-generated character.

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This exciting, possibly insane, look star gained instantly by wrestling only women. He even created his own title—the Inter-gender Wrestling Champion—and a belt to match.



IT'S A HARD-KNOCK LIFE

Wanna wrestle with the big boys? You better read this first...

lured by the promise of instant fame and big money, scores of young men are flocking to wrestling schools like WCW's Power Plant in Atlanta, Ga., and the WWF's school in Stamford, Conn., in the hopes of becoming the next Goldberg or Stone Cold. Although prospective earning potential is undeniable—many newcomers command salaries as high as \$500,000 to \$600,000 per year—the life of a pro wrestler may not be all it's cracked up to be. Many wrestlers spend more than 300 days a year on the road, and injuries are not only likely, they're pretty much inevitable.

"Before I started with the WWF, I think I was on a plane maybe three times in my life," says Test, a.k.a. Andrew Martin, who joined the Federation less than a year ago. "Now three times in a day isn't crazy." Previously, the 6-foot, 170-lb., 24-year-old named a living boobytrap in bars and providing security for rock acts like Motley Crue. (To get to anyone he guarded, fans had to "pass the test," hence the nickname Test. Get it?) He was reportedly spotted by WWF owner Vince McMahon when the Guy made an appearance at a WWF event, although it should be noted that wrestler biographies tend to be as reliable as a Chinese motorcycle.

"I've gotten 22 stitches, dislocated a shoulder, and love a peckled man in during the eight months I've been here," adds Langford, another recent arrival at the WWF. The 30-year-old California

native—who has portrayed a blood-spewing wrestler for the last eight years in wrestling arenas in Puerto Rico, Japan and the U.S.—also lost one of his molars' kung-fu chops after getting kicked in the mouth. The fang, which was permanently bonded in, took his own teeth with it.

Then there's the most painful ordeal of all: finding a stable ring persona. Witness the sad tale of 32-year ring veteran AJ Snow. AJ (ring name) the WWF years ago as Axler, a masked wrestler with a beard. He revealed his true identity to the fans before and after every match. "That was a real marketing coup," says Snow. "People said, 'Hey, we already know who you are. Why are you pulling the mask on?'" Then came Shredz, "a masked wrestler who actually kept his identity secret." Next, Snow wrestled sans mask as Levi Castaldi, one half of the tag team duo the New Rockers. Fans were unimpressed. According to Snow's bio, he was so

traumatized by his association at the hands of WWF owner Vince McMahon that he lost his sanity. AJ now screams the words "help me" to crowd across his forehead and carries a miniature hold with him at all times. The 36-year-old grappler says his current in-ring persona is the closest to the real AJ Snow. "It's me. I am actually a personal schizophrenic," he says with a light-wink-on-but-sobody's-kame-gala.

Having received a taste of the sport, newcomers like Test frequently express their admiration for veterans like Snow and Owen Hart. "I'm 24 years old, and my knees are hurting, my back is hurting. I'm constantly sore or injured. I have so much respect for these guys who've been doing it for 15 years. People don't realize what we are getting our bodies through. It's not something you can do for 15 years like an office job and retain health."



He's Andy Kaufman





EGM: What's the most essential item you take on the road?

Sable: Beauty care, because I always have to look my best.

EGM: If the WWE's planned chain of theme restaurants names a menu item after you, what would it be?

Sable: Sable Bomb Burger.

EGM: Who's the least fun wrestler to travel with and why?

Sable: Not applicable since I travel with my husband, Marc Mero.

EGM: Why should players pick your character in *WWE Attitude*?

Sable: Because I'm the World Wrestling Federation's Women's Champion and all the women want to be me and all the men want to see me.

EGM: What would you do to players who beat up your character in the game?

Sable: Trip a Sable Bomb on them.



EGM: What's the most essential item you take on the road?

Undertaker: Skull of an old Civil War soldier.

EGM: If the WWE's planned chain of theme restaurants names a menu item after you, what would it be?

Undertaker: Formaldehyde Caesar.

EGM: Who's the least fun wrestler to travel with and why?

Undertaker: Kane, because he never talks.

EGM: Why should players pick your character in *WWE Attitude*?

Undertaker: Just like in real life, I'm going to lock everyone's ass.

EGM: What would you do to players who beat up your character in the game?

Undertaker: I will have their hearts set ablaze.



EGM: What's the most essential item you take on the road?

Steve Austin: Superglue.

EGM: If the WWE's planned chain of theme restaurants names a menu item after you, what would it be?

SA: Hell, I don't know.

EGM: Who's the least fun wrestler to travel with and why?

SA: I travel alone.

EGM: Why should players pick your character in *WWE Attitude*?

SA: 'Cause Stone Cold can't do no.

EGM: What would you do to players who beat up your character in the game?

SA: Tell them how lucky they are.

...ing. *WWE SmackDown! Here Comes the Pain* will be a great game, and I'm sure you'll love it. We'll be back with you soon.

WRESTLING'S most iconic moments are being relived, and the game's graphics are better than ever. It's a must-have for any wrestling fan. *WWE SmackDown! Here Comes the Pain* is a must-have for any wrestling fan.

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...ing. *WWE SmackDown! Here Comes the Pain* is a must-have for any wrestling fan. We'll be back with you soon.

Life after Stone Cold...

When asked what he'll do when he's not a wrestler for the WWE (come on! He's already declared that he was), Steve Austin told us that he'll probably start a job as an actor. Stone Cold has always been a passionate wrestler, and as a former WWE wrestler, he's always been a fan of the game. Steve Austin has been a fan of the game since he was a kid. He's always been a fan of the game, and he's always been a fan of the game. He's always been a fan of the game, and he's always been a fan of the game. He's always been a fan of the game, and he's always been a fan of the game.



She's Cyndi Lauper



You want even wilder weapons? Yes, that is a bedpan in D-Lo's hand

WHAT'S NEXT?

With wrestling hotter than ever and the licenses in new hands, you better believe more games are on the way.

Now that the wrestling license has finally flipped, where will your favorites of choice wind up? As reported earlier, THQ lost WCW but gained the WWF license and has at least three games in the works — one each for the PlayStation, Nintendo 64 and Game Boy Color. Although the names of the games haven't been announced, THQ did clue us in on the developers. The N64 WWF game — due this winter — is being developed by AKI Corp. and licensed from Asmik Ace Entertainment Inc., the same Japanese companies behind THQ's previous WCW vs. nWo World Tour and WCW vs. nWo Revenge. Matsuno is developing the Game Boy Color game, which is also set for a winter release.

Equally promising is the news that Yuki's Co. Limited—the Japanese developers behind the enormously successful Tekken Bouten series—is developing THQ's

PlayStation WWF game, which will release next spring to coincide with Wrestlemania 2000. THQ declined to comment on gameplay specifics, but it's safe to bet the PlayStation game will use the Tekken Bouten 4 engine.

EAT's WCW Mayhem—due this fall on the N64 and PlayStation—is much further along. Developed by Madak Interactive and with all of EA's resources behind it, the game will feature at least 50 WCW wrestlers, facial animations, free player play and combat that spreads into the locker room and beyond of the arena. It will also offer a create-a-player mode.

Most notably, Mayhem will let you change alliances and affect the game's story line. All in all, as senior producer Chuck Deppa says, "Wrestling is just as much about what happens in the ring as it is with what happens outside the ring."



Goldberg and the rest of the WCW crew have already gone through the motions of motion capturing for EA's Mayhem.



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EGM

1989 - 1999

flashback

bravo, bravo, flash! Back, forward and all that pomp and circumstance, EGM is 10 years old this month, and we're marking the event with a beary-eyed look at the past decade of industry doings and hubbub.

But pause—wanna hear a secret? We've been lying about our age. Before the 10-yr wars, before the hair-raising adventures of Super-X and the Review Crew, before EGM,

there was *Electronic Game Player*. This crude, mostly black-and-white publication was EGM founder Steve Harris' first go at a post-industry-crisis gaming magazine. Harris published several issues in 1988, and much of EGP's basic content laid the foundation for EGM. Along with codes and strategies (courtesy of the U.S. National Video Game Team), EGP packed news, previews, and reviews of NCS, Sega Master

System, arcade, computer and Atari 2600 games—and even Quarterman's monthly dose of gossip.

A nice flow of EGP's crew still contribute to the mag today. So if you ever run into an EGM staffer and he looks older than he oughta, just remember: He's been at this longer than you think. He's seen all the industry's ups and downs, he's seen first-hand all the events detailed on the following 10 pages...



1989:

A New Mag for New Systems

EGM's first year in the biz was exciting, considering not much was going on: Nintendo's 8-bit baby was still going strong with titles like *Double Dragon*, *Baseball Stars* and *Wipe 'n' Wax*. The Sega Master System was around, too, but nothing much was happening there. Why? System launches leveled—16-bit systems, specifically. The 16-bit Sega Genesis arrived around the middle of the year for \$99 and brought with it some willy games. NEC's

"Another report has Sony entering the marketplace with a new machine that will play CDs as its one and only game storage medium..."

-Quarterman, from EGM issue nine

TurboGrafx 16 also came out just before the Genesis, with a handful of interesting titles. But the 16-bit era was heavy to the Grays, scared away gamers with gun wiffers, even though its sound and graphics were arguably better than what the Genesis pumped out. At the same time, we had news of Nintendo's Super Famicom (aka the Super NES) overseas, soon to make its way stateside. The 16-bit war was about to begin and gaming consumers were gearing up for the ride.

On the handheld side, 1989 gave us the reworked Atari Lynx. This portable was pretty sweet from a technology standpoint—it packed a 16-bit CPU, had a backlit color screen and a number of solid titles soon after launch. But, alas, things were sour for the Lynx quickly. Nintendo launched the Game Boy, which amassed a solid library of titles that has kept it on top to this very day.



The Legend Is Born

We doubt Nintendo knew what it was launching when the Game Boy hit the mean streets in 1989. Who can forget the size of the thing back then, the joy of Tetris, the lack of backlighting. Seriously, it was a sweet system. And we're not the only people who think so. To date, the Game Boy has sold more than 70 million units worldwide. Now a totally revamped Color version is on the market, and with sales around 2 million, it looks like the Game Boy isn't fading away to gaming heaven.



IN OTHER NEWS...

- **Steve Harris**—a world record-holding game purveyor and manager of an indie arcade—accepts \$500,000 from the Ray-Ban toy store chain for 10,000 copies of his video game magazine called *Electronic Gaming Monthly*. Harris pays the money back into the magazine, and here it is 10 years later, going strong and bigger than ever.
- **Early NES add-ons** like the U-Force and Power Glove come onto the market and create "virtual-reality" gameplay at home. To this day, companies don't realize peripherals like these are cumbersome and just don't sell. Guess in point, the Glow by Reality Direct.
- **The Kinx MultiSystem**, a 12-bit system using 1.25-inch disks instead of cartridges, is developed in the U.S. with a possible stateside release later in the year. Both Atari and Disney express interest in distributing the system, but nothing ever comes of it. Who knows—if Disney or Atari had backed out, we might be playing the Kinx 14 right now.

The Good

Do you like to mess with new systems and spend lots of money? Then '89 was a good year for you. We see the release of the Game Boy, the Lynx, the Genesis and the TurboGrafx 16, not to mention games for all of these systems. Since the Genesis was just coming onto the scene, it didn't have too many classics in spigot. But a few to note are *Chouhō* and *Ghostes* and *Overlord* of Shinobi. On the TurboGrafx side, we played *Legendary Axe* and *Bank's Adventure*. Of course, the NES was still doing well, with such favorites as *Demio* (aka *Dragon Warrior*) and *Iron Sword: Wizards & Warriors 1*.

The Odd

According to Leonard Harris's book *Procedural: The Fall & Rise of Videogames*, the *Virtual Power Glove* for the NES was originally developed by VPL Labs for NASA. The technology allowed an astronaut to toggle satellites by simply waving his or her hand. A robotic arm would then mimic the movement to repair the satellite. The technology was eventually licensed as input for home use—although you needed to be an astronaut to understand how to work the damned thing.

The Ugly

'89 was the year of the lawsuit for Atari Corporation. Atari filed an anti-monopoly suit against Nintendo, stating Nintendo prevented consumers from making NES games for other systems. Then Atari Games/Tengen (announced its licensing agreement with Nintendo, since Tengen found a way to bypass Nintendo's lockout chip). Nintendo sued and won for breach of contract and copyright infringement (since it is believed Tengen copied Nintendo's patented lockout chip). Both parties went to court again concerning versions of Tetris such company produced. Nintendo obtained rights for a console version of Tetris, whereas Tengen didn't—even though they thought they did. Hence, Tengen had to recall some 20,000 units and have them destroyed.

1990:

Prelude to Battle

This bright year not only marked the beginning of the last decade of the millennium but the beginning of one of the most famous battles in this planet's history: the 8-bit Wars. The previous year, the powerful Sega Genesis and TurboGrafx-16 showed gamers a way out of the anemic 8-bit era. In 1990, Nintendo joined the movement with its young and willing contender, the Super Famicom (the Japanese Super Nintendo whose name derives from the words "family" and "computer"). This baby not only sported better overall technology (more colors, more sprites and, of course,

Made 2D, but it debuted with a game everyone was dying to play—Super Mario World! The lives of many a gamer would be forever changed.

"If you can't live with a bad review, then we won't review any of your games."

—ESM founder Steve Harris, laying the smack down on advertisers

A few other major gaming events happened in 1990 (like Atari's announcement they were to re-enter the hardware market), but nothing would affect the industry like Nintendo would with its 16-bit wonder. To this day, the Super Fami/Super NES is still many a fan's favorite system of all time, even beating out today's PlayStation or Nintendo 64. Pretty impressive for an old machine, wouldn't you say?

By the end of 1990, all hands were playing the very successful Genesis while all eyes were looking outward at the newly released Super Fami. Would Nintendo's new console kill off Sega's when it gets released sometime? You'll have to "wait" to find out.

AND THE AWARD GOES TO...

Eight games in our 100 Best Games of All Time list (ESM #100) came from 1990: Final Fantasy (NES), Final Ninja Gaiden II (NES), King of the Monsters (TG-16), Super Castlevania II (NES), Sega Devil's Crush (TG-16), Star Trek (Genesis), The Yoda Books I and II (TG-16) and the Super Mario Bros. 3 (NES and later SNES in an All-Star form).

Capcom's Strider (for the Sega Genesis) also was ESM's Game of the Year back in 1990.



The Good

Besides the Super Fami-com, 1990 saw the premier of other cool systems. Sega's Game Gear was shown to the public for the first time at the Toy Fair in Japan. While it amassed a decent library of games, the Game Gear never took over Nintendo's stronghold on the portable market. NEC's Turbo Express, also introduced this year, was a great 16-bit system that just cost too much. Meanwhile, S&M released its NeoGeo. The tons of people who could afford the machine AND its \$200-per-cartridge would rush to buy this hip system.

The Odd

1990 saw weird gamecock happen. At the summer Consumer Electronics Show, Square unveiled the Laser Scope, a headset designed to act as a laser-activated light gun. But our favorite is Sharp Electronics' announcement they were going to bring out the Sharp and S&M, a 21-inch television with a built-in Super Nintendo. At more than \$2,000 per (about \$600 at the time) would get you the TV, two controllers, and a remote control.

The Ugly

ESM and Acclaim had a bit of a red year in '91. The Brown Cow case? So keen on Acclaim's Total Recall for the NES (it scored 1, 2, 3, 4 in the July issue). Angry at the low review scores, the venerable publisher pulled ads from ESM. Editor in chief Steve Harris wasn't fazed one bit, however. Rather than bow down to pressure from crop-peddler advertisers, Harris took the loss of income and explained our review on honest, fair and 100 percent NCT info accessible. This philosophy carries on to today's nine years and two editors in chief later.



The Year at a Glance

- Rumors spread about a CD add-on for the Sega Genesis.
- Sega Master System 2 (a redesigned/cheaper version of the original) shows up at the American summer CES.
- We hear of a new portable NES from BDL called the Nintendo Express, which goes nowhere because it isn't an official Nintendo product.
- Galoob Toys releases the Game Genie one year after Nintendo had a temporary restraining order put on the cheat device's release.
- Sushi-X joins the ESM staff.



Total Recall—we hated it, Acclaim loved it. So figure.



The Next Big Nothing:

Originally intended to coincide with the release of the Super NES, the Panther was to be Atari's answer to the 16-Bitters. The 32-Bit Panther supposedly had a CPU that ran twice as fast as the Genesis and four times faster than the Super NES. But a few weeks after Summer CES, Atari announced the Panther's demise. Instead, Atari focused on the Jaguar, a 64-Bit machine with specs expected to remain unrivaled for years.

IN OTHER NEWS...

- **Capcom releases Street Fighter II** and revolutionizes arcade culture.
- **The future Minnesota governor** stars in his own wrestling game, Jessie "The Body" Ventura.
- **Nintendo wins its lawsuit** against Tengen for copyright infringement and reverse engineering.
- **The Federal Trade Commission** sues Nintendo for alleged price fixing. The parties settle for the sum of 30 million dollars.
- **Sega revokes** Razorsoft's publishing license in a dispute over censorship for its Genesis title Stormlord. Sega alleges the game depicts nude statues that need to be removed.
- **SNK prints a chart** comparing cost per Megabit with other systems in one of their ads to justify the cost of a \$200 Neo•Geo game cartridge. A 62-Megabit cartridge is only \$3.20 per Meg while an 8-Megabit NES cartridge is \$6.13 per Meg.



The Good

Games like Rare's Battletoads and Konami's Operation C proved Nintendo's trusty 8-Bit NES still had the stuff. But as expected, the best games played on 16-Bit systems. Sega kicked off the year with classics like Sonic the Hedgehog, Toejam and Earl, Streets of Rage, Warsong and Midnight Resistance. The Super NES was no slouch with winners Final Fantasy II, Super Mario World, F-Zero, Super Ghouls and Ghosts, and Actraiser. Honorable mention goes to TurboGrafx-16 for Bonk's Revenge and Ys III (on Turbo CD).

The Odd

In April, Quartermann caught an earful of rumors that Nintendo had signed with Sony to develop a \$700 CD add-on unit, as well as inked a license deal that allowed Nintendo to use characters from Columbia Pictures' flicks. The machine was dubbed the Sony PlayStation and would consist of a Sony drive bundled with a Super NES. But by summer Nintendo and Sony mysteriously parted ways. Nintendo announced it would adopt Philips' CD-i technology and Sony, meanwhile, forged ahead to develop its PlayStation.

The Ugly

There was plenty to frown about in 1991—generic titles like Fantasia, Robo Cop 2, Home Alone, Tour De Trash, Sneaky Snakes, G-Lock, Treco's horrendous street fighting clone Street Smart, James Pond, and disappointing TurboGrafx games like Imposamble and TV Sports Football. But worst of all: The misleading notion that CD-ROM titles weren't maximized unless they packed gratuitous amounts of FMV—often at the expense of gameplay.



1991: 16-Bit to the Rescue

By the end of the 1980s, it was an undisputed fact that the video game industry had gotten over its blues. Money was rolling in and everybody wanted a piece of the pie. Sega's 16-Bit Genesis, NEC's TurboGrafx-16 and the pricey Neo•Geo were just a few of the systems designed to steal Nintendo's thunder. The 8-Bit systems were on their way out to make room for the next big thing. So it's unsurprising 1991 became the year of the 16-Bit console. By spring, even Atari stepped back into the limelight with rumors about their own 32-Bit console codenamed Panther.

More importantly, gamers were buzzing about Nintendo's 16-Bit Super NES, launched in September. You couldn't find an issue of *EGM* that didn't pack pseudo-techie terms like rotation, Mode 7, sprites, scaling, Bits, Megabits, flicker, slowdown and the like. Sega, meanwhile, maintained momentum by dishing out Sonic the Hedgehog, which not only stood the test against Super Mario World, but also helped Sega establish the critical foothold Sega needed in the 16-Bit war.

Meanwhile, a lot of hoopla also centered on the emergence of CD-ROM technology. Industry visionaries were coming out of the woodwork with praise for CD+G, FMV and of course, CD-quality music. By December, one could see the shape of things to come. The burgeoning video game industry was poised for change; the weak would eventually make room for the strong.

"The new trio of Star Wars movies will debut summer of '97, followed by episodes 2 and 3 in '98 and '99. I'm making the popcorn now."

—Quartermann, February 1991



1992:

Sega Slips Up

The big guns of the industry, Sega and Nintendo, were now locked in full-on all-out war, while smaller fish such as NEC, S&B and Atari fought for the scraps. Christmas 1991 was huge for Sega, packing Sonic the Hedgehog in with the Genesis in conjunction with a successful all-cars page gave Sega the upper hand in the race for systems.

"Our goal is to make the Mega CD format the standard of the industry for CD-ROM."

-Al Nilsen, Director of Marketing for Sega CD

demonstrator. By early 1992, Sega could claim as much as 55 percent of the 16-bit market. Despite a no-show for the Sega CD at Winter CES 1991, Sega was still determined to release its CD add-on in the fall.

Meanwhile, Nintendo announced specs for its own CD-ROM unit in order to stamp any technological ground.

Ironically, the balance of power would shift to Nintendo's favor by the end of the year due to the release of one game: Street Fighter II. Capcom released this ground-breaking title in July to

the fever of millions, and the game sold out within hours of release. By the time Sega launched its Sega CD add-on unit, Nintendo was confident enough in its growing library of top-selling cartridge titles to shelve its CD strategy and concentrate on a new form of upgrade—the SuperFX chip. By December, not even Sonic 2 could make a dent in Nintendo's Street Fighter II-assisted 16-bit momentum.



The Good

If nothing else, 1992 was all about good gaming. While there were a number of remarkable Genesis titles (like *Madden '92*, *Teku*, *Shining Force*, *Sol Fencer*, *Streets of Rage 2*, *Sonic the Hedgehog 2*, *Batman Returns*), the year belonged to Super NES and its formidable line of outstanding games: *Street Fighter Fighter 2*, *Magic Forest*, *Zelda 3*, *Contra 3*, *Awful*, *Burles W. The Turtles in Time*, *Space Mania*, and *Super Mario Kart*, which stamped the competitors. Nintendo continued to put out flashy and expensive cars like *Last Resort* and *Total Fury 2*. All in all, a very impressive year for the hardware genre.

The Odd

Around the time of the Sega CD rollout, Nintendo and Sony announced once again an alliance to build the PlayStation. But, as before, the two companies parted ways a few weeks later—this time for good. It was reported in *Nikkei News Shimbun*, a leading Japanese business paper, that Nintendo and Sony had a falling-out over which direction the PlayStation should take. Nintendo wanted Sony to produce an add-on for the Super NES, while Sony wanted to create an independent game system.

By year's end, Nintendo continued to insist that it would bring out a CD unit for the Super NES in April 1993.

The Ugly

Remember games like *Earl vs. The World*, *Golden Fighter*, *Bump Road* or *Honey Moon*? Yeah, don't think so. But then again, we extend our condolences if you do. The good outweighed the bad in 1992 and that isn't such a bad thing, is it? The only real blemish came from the all-out marketing cat-paw at Sega for rushing into trash like *Street Shark* and *Night Trap* to the shelves. FMV was the buzzword—back in 1989. What were they thinking?

The Next Big Nothing:

Sega released its Sega CD on Oct. 15. Despite enthusiasm of early adopters, the high price and spotty library of games kept buyers at bay. By the time Sega CD announced a small collection of decent titles, folks had associated the system with FMV-based, non-interactive gameplay.

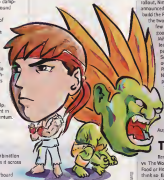


Illustration by Mike Matthews

IN OTHER NEWS...

- **Development on Jaguar** continues
- **YVC releases the Woodrings**, a sleek combination of Mega-CD and Mega-Drive that never makes it across the Pacific
- **Sega quietly modifies the Genesis'** motherboard to add new lockout hardware and drops the console's price to \$149. Critics complain that unofficial third-party titles, as well as older games no longer work on the Sonic pack in model Genesis
- **Rumors surface of a color Game Boy** to launch by the end of year
- **The NEC SuperGrafx system** is officially discontinued in Japan
- **Capcom releases Street Fighter II: Champion of Colors**, the first in a long string of games that would contribute to the Street Fighter license
- **The search for Sheng Long** continues
- **Mortal Kombat 2** is released in arcades

The Good

Battles between Nintendo and Sega escalated, with Nintendo teaming former sword-top-notch Super NES sales, like Star Fox and Super Mario All-Stars, along with help from licensors. As Capcom announced Street Fighter II Special Champion Edition for Genesis, a Super NES version of Street Fighter II Turbo Champion Edition was ready to go late in the summer. By the end of the year, Super Street Fighter II was already making its way to a modest 40,000 the country. Sega outsolded people with its Allstar game. With an amazing animation engine built by programmer who Dave Perry, and music provided by the infamous Tommy Tallarico, the game duplicated the mood a faithfully



STREET FIGHTER II BY CAPCOM

The Odd

What's odd? How about the number of people STILL obsessing over the Street Fighter II boss code well into 1993. (The Super NES version came out in '92.) There are plenty of codes which put the sprites used for the bosses in the scene as characters, but a bosscode code to unlock this feature still has not been found. To this day, there are some who swear that a code to let you play as the bosses in Street Fighter II exists, looks like we may have to settle for Game Genie codes that don't quite work as advertised and glitch up every few seconds.

The Ugly

The popularity of claymation led to the creation of several games with digitized graphics of clay characters as its central appeal—ClayFighter, Claymation (both by Interplay) and Super Potty (by U.S. Gold)



Nintendo sold retailers that Project Reality would look like this game

1993:

Blood, Sweat and 3D

Mortal Kombat arrived on the scene on March Monday (Sept. 23), bringing with it the first round of video game violence wars through the Genesis version was given a rating. (Each Sega's own ratings system) of MA-13. While the blood and fatalities were accessible in the Genesis version of the game, they were excluded from the Super NES incarnation, replaced by "Sweet" Smarmen Rolf and Ulfarman formed a committee to look into violence in games like M&M and Night Trap. While Sega and Nintendo remained strong competitors in 1993, 3DO landed on the scene with a new game

"By expanding to an 8-Megabit format, we were able to make substantial improvements to the original [5-Megabit] Road Rash."

—Electronic Arts Producer Randy Breen on Road Rash 2

machine promising better graphics, CD sound and double the "bit count" of current machines. Along with that came a higher price tag (\$399). A less than stellar fall launch with only two games hurt 3DO's chances to compete with Sega and Nintendo, but early adoption bought in and became loyal fans.

Atari's 44-bit Jaguar was released in November, and with a \$249 price tag and only one game, Cyberninja, the company was unable to capture gamers' attention. Nintendo introduced its Super FX chip, giving gamers their first taste of polygons in console games—but it would certainly not be the last.



Dead On Arrival

Pioneer entered the market with LaserActive, a system that could play laserdiscs, laserdisc games, or (with pricey plug-in modules) TurboGrafx-16 or Genesis games. Its \$1,200 price kept it obscure. The \$900 FM Towns Marty, one of the first 32-bit machines in Japan, was also too expensive. Commodore's Amiga CD 32 faced a similar disappointing fate, while Sega VR, the first home virtual-reality headset, never saw the light of day outside the summer CES.

IN OTHER NEWS...

- **Nintendo and Silicon Graphics jointly announce** on April 23 the big 3D next system, a 64-bit heavy hitter called Project Reality, which will create graphics effects like those in *Toy* and *Looney Tunes*.
- **Sega reveals it's working on a 32-bit system** called the Saturn and "could bring out a machine more or less tomorrow," according to CEO Tom Kalish.
- **Seiko the Hedgehog drops in to CD** with the release of Sonic CD on Nov. 23.
- **Sega will reportedly enter** the video game console business by the end of 1993, in Japan with a yet unnamed 32-bit CD-based game machine.
- **Super Mario Brothers The Movie debuts** in theaters on May 28. It sucks immensely.
- **Sega releases the Genesis** and a new online Sega CD in time for the holidays.
- **Capcom begins its support** for multiple platforms with the announcement of Street Fighter II Special Champion Edition.
- **The Home Teletopay brings** madman gaming to the Genesis and the NES.

1994:

The Gorilla Breaks Loose

Nintendo really began to let its side in 1994, with a host of Super NES titles that went for the popular Super Nintendo started off the year, followed by Donkey Kong Country in the fall, bringing a needed look to home systems. The company also reinstated its Project Reality at the Summer CES, giving it the more marketable moniker Ultra 64. Killer Instinct and Contra USA, the first games for the system, are shown below.

"It was important to cast the film with people like Van Damme and Raul Julia to legitimize it as a real movie..."

-Edward E. Friesman, Producer of Street Fighter II The Movie

Good news: Virtual Boy was shown at Nintendo's annual ShowNite show in Japan, and the Super Game Boy NES 100th (below).

While y2D and Japan started loading up on first- and second-generation games (Doom, Super Street Fighter II Turbo, Tempest 2000 and Alien vs. Predator among them), Sega and Nintendo still dominated, getting the majority of the coverage in the pages of EGM. Sega's y2K and Genesis CDX landed at stores while the Sega Channel debuted to cable subscribers.



IN OTHER NEWS...

- **EGM gets lambasted** after giving only middling scores to Super Street Fighter II (Super NES) and low scores to Way of the Warrior (y2D). Capcom pulls ads from EGM in protest.
- **EGM's (Star's) EGM Squared** debate in issue at the Summer CES.
- **Virtual Racing for Genesis**, utilizing Sega's y2K (y2D) chip, clocks in with a \$99 price tag, one of the most expensive Genesis games ever created (and the only one to use the y2K chip, Sega's answer to Nintendo's Super FX).
- **Nintendo shows Virtual Boy** at its annual ShowNite show in November.
- **Nintendo releases The Super Game Boy** for the Super NES.
- **Capcom unveils Duke Nukem** on Taylor's History, a game-Capcom contends is a direct rip-off of Street Fighter II.
- **Robo, a becomes Redding Boy**, as Sega releases the third installment of its popular side-scrolling action series.
- **Double Dragon The Movie** sorts its way in and out of theaters.



Next Generation Now

While we were still playing Super NES and Genesis games in the U.S., the PlayStation and Saturn debuted in Japan. Sony, a newcomer to the video game industry yet big in consumer electronics, flexed its might with a powerful system and a wide variety of games. Sega, which hadn't scored a hit in Japan with either the Master System or Mega Drive, rolled on its arcade expertise to sell its system.

The Good

The last big year for 3D and online fantasy games for both the Genesis and the Super NES, including Nintendo's Super Metroid, Donkey Kong Country, Super Pinch-Out and Sega's Sonic 3, Sonic & Knuckles, and Shogun: The Warriors Era.

The Odd

What makes basketball stars think they can star in their own games? We dunno, but that's exactly what Charles Barkley, Shaquille O'Neal and Michael Jordan did in '94. These three superstars refused to appear in several high-quality basketball games, instead deciding to go it alone and try to make a game based on a matter recognition alone. Barkley's Shut Up and Jam!, Shaq's Shaq Fu and Michael Jordan's Chaos in the Windy City proved that just because you're a star on the court doesn't mean you can stand up for your own in a video game.

The Ugly

The stronger FMV may not mean a whole lot to people here, but in 1994, full motion video was the future of video games as dictated by the Sega CD, and in some respects, the y2D games like Samol Ally, Proton Fighter, Double Switch, Ground Zero Texas and Scotty Pippen's Slam City (our CDX) only reinforced that FMV was not the future.



1995:

The Year in Between



1995's first 16-bit half saw the steady decline of 16-bit gaming. The gray 300 and seemingly cursed Japan failed to bring a mainstream following. The entire industry was caught in a downward spiral, and several Japanese and U.S. game companies folded.

We were caught in a rift between gaming eras—which became clear when we looked to Japan, where the Saturn and the PlayStation had already begun battling for world domination.

"...it's not a true double-processor system, so it makes for some problems. It's a difficult task to use both processors efficiently."

—Interplay Producer Rusty Buchart, on programming for Sega's Saturn

Knowing that these new systems—a long with the same next launch of the 32-bit era—would either kill the industry or cure it, we braced for their U.S. launches. Then Sega surprised us with its early launch of the Saturn in May (and in time for the first E3). Sony wowed us with impressive games for the September-launched PlayStation, and Nintendo annoyed us by securing the rights to the Nintendo 64 and delaying its launch until '96. By year's end, the PlayStation was outselling the Saturn by more than 2 to 1.



IN OTHER NEWS...

- **Not unless claiming** to be Sony employees spread rumors of the PlayStation's early release in late June.
- **Nintendo announces** it's working on the Bulky Drive add-on for the N64, and it'll be out by the end of '96.
- **Apple and Bandai release** the CD-based entertainment machine, Popgun, which sells as well as you'd expect an entertainment machine would.
- **The Sega Bay blazes** into five racing colors—its first transformation.
- **Atari announces** a '95 headset for the Jag, but it never sees the light of day.
- **Sega's project Yama** is officially named the Namco and set to debut in '96.
- **More than 330,000 PlayStation** are sold in the first week of release. Despite its headstart, the Saturn has sold 100,000 units by that point.
- **Sega's Net Yaris** game-development kit launches in June in Japan and comes to the U.S. in 1996.



ILLUSTRATION BY KEVIN WATSON

The Good

Who'da thunk a bunch of developers who cut their teeth creating coin-bait games for Uncle Sam could make such great console games? But that's exactly what *Splinter Cell*—a team of ex-military sim coders—did with *Troika Metal* and *Warhawk*. Both PlayStation classics earned super-high scores in *IGN* (we even awarded *Troika Metal* Game of the Year). Meanwhile, *Clayton Trigger* on the Super NES and *Sega Rally* and *Shogo Dragon* on the Saturn were among the year's few notable stand-out games.

The Odd

OK, so it wasn't exactly industrial espionage, but Sega and Sony's console conflict did get off to a wet start at the Winter CES. Representatives from both companies were staying at the same hotel, the Aloha Park, in the heart of Las Vegas. The hotel served as the regular haunt of Sega reps, who every year erected a 5-foot inflatable Sonic outside the main entrance. Sony's folks allegedly deflated the deflatable blue dude one night and dumped him in the hotel's pool. Incensed at Sony's misadventure, Sega employees mailed up letters to Sony's sign to read "Play Sega '96." *Mojo*

The Ugly

Much of the year's gaming scene was so painful it's best remembered by juvenile bathroom humor. Case in point: Atari released a toilet-shaped CD add-on for the Jaguar, just as numerous Atari programmers, testers and producers saw their jobs get flushed. Nintendo's doomed Virtual Boy turned out to be the least-portable portable ever, making it well nigh useless for that whimsical portable console peddler—playing games on the crapper. Support for the Sega CD and 32X still even dies or into the john, while virgin crop (i.e., *Rise of the Robots*, *Zaxxon's Warhead* 2000) made up much of the year's flammable lineup of pooppy games, so bad they made us (insert fart noise here).

1996:

It's Got to Be 3D

Sure, games with fancy 3D visuals were nothing new in '96, but it wasn't until the likes of Tomb Raider, Tekno and—most importantly—



Super Mario 64 that 3D gameplay got really, really good. It seemed as if developers had finally gotten the hang of running, jumping and shooting in 3D worlds.

At the same time, a brand new battle of the consoles was heating up—even if one new warrior arrived a little late. After numerous delays blamed on everything from game producer shortages to a lack of finished software, the Nintendo 64 finally hit U.S. stores on

Sept. 29 for \$99—\$25 less than expected. Sega and Sony prepared for battle with price drops, but neither stood in the way of Nintendo's initial success: console systems sold in the first day.

"Our goal with the Nintendo 64 is to create the best games, not the most games."

—Nintendo of America Chairman Howard Lincoln



The Day 16-Bit Died, or Not

For a portion of the industry we kept claiming was dead, 16-bit gaming sure seemed alive and kickin' in '96. By the end of the year, 16-bit systems and software still made up more than half of the market. Of course, sales of next-generation systems—up 40 percent from the previous year—were just getting started and would soon eclipse the fading 16-bit machines.

The Good

After the mostly dark times of the year before, 1996 turned out to be a juggler's cardigan for gamers. Aside from the aforementioned Mario 64 and Teko Raider, we got Tekken 2, NIGHTS, Resident Evil (which sold 1 million copies in six months), Crash Bandicoot, WaveRace 64, Dragon Force, Mario RPG—almost too much good stuff! And this influx of good games brought about a massive upturn from the industry fiscal hard ware and software sales were up nearly a billion dollars over the prior year by the end of '96. Yes, happy days were here again.

The Odd

We called Kamek! The Fighter's Giga, a 3D fighting game in the works from Kamek, is one of the best things to happen to the genre since the Dragon Punch. After all, the game featured several real-world fighting styles and a damage system that actually rewarded your attacks depend ing on where you were missed. Then Kamek pulled the plug on Kamek and the game dropped out of existence. Hey, even we can get overly excited about games and in a while.

The Ugly

Picture this: You fork out big bucks for a new N64, you buy three games for it (Mario, Mortal Kombat and some lame chess game), and then not a single new game comes along for three entire months. That's exactly what happened to Japanese gamers. After the much delayed eye lens finally did launch there in June, Nintendo's fiscal cliff got a new game until September 30th, that didn't play a million systems from flying off the shelves in just a week.

ILLUSTRATION BY BOB WOODWARD

IN OTHER NEWS...

- **Sega ups the ante** in arcade wars with the stunning Virtua Fighter 3.
- **We finally see the arcade sequel** to Street Fighter II.
- **Nintendo's StreetRacer show** held in Moscow bar in Japan highlights a depressing lack of upcoming N64 games. Only three—Mario Kart 64, Star Fox 64 and Star Fox 64—are playable.
- **We also see a prototype** of Nintendo's DD drive at Showma, but no playable disk games are shown. Could that mean delays for the add-on?
- **Sony inks a deal** with Square to publish Final Fantasy VII.
- **SNK releases a ROM cart** for King of Fighters '96, then follows that with a 1 Meg RAM cart.
- **Even better**, RAM carts become standard for all Saturn 3D fighters.
- **Nintendo releases its Game Boy Pocket** in September for \$60.
- **Sega releases the Net Link** for Fox.
- **PlayStation games begin shipping** in CD jewel cases instead of the larger boxes.

1997:

RPGs Get Their Due

Despite the lack of new hardware, 1997 was still very much a year of transition. Thanks to Final Fantasy VII, RPGs finally began to get the respect—and attention—they deserved. Multiplayer gaming took off in a big way, with games like the 12-player Saturn Bomberman



"Saturn's not our future...there will be another platform! It will be price competitive, the developers will embrace it, and retailers and consumers will support it 110 percent."

—Sega President and COO Bernie Stolar at 1997's E3

and Nintendo's awesome SolidSnakey odd, Cradleweird Symphony of the Night showed that old-school gameplay could still in high supreme on next-generation hardware, while Phantasy the Rapper helped shift gaming to a more widespread audience with its catchy tunes and simple yet fun gameplay. Perhaps most importantly, the portable market bore witness to a revival—one whose implications haven't yet been fully realized, even today.

Toward the end of the year, Nintendo unveiled the Game Boy-Color and Project, which revolutionized the handheld market. This, combined with the insane sales of Final Mix in Japan, got companies to begin taking notice of the long-ignored handheld once once again.



EGM Turns 100!

The November issue of *EGM* marked the mag's biggest milestone yet—100 issues! We marked the occasion by listing the Top 100 Best Games of All Time. While a couple of duds made it on the list (MLB 98? Huh?), on the whole we felt it was the most comprehensive, accurate "best of" lists ever. (For those who missed it, Tetris got number one.) And aside from the few of you who threatened to lynch us for not including Resident Evil, most of you agreed!

The Good

After years of constant begging from gamers to get more RPGs released in the U.S., 1997 was the year that ones were finally heard. *Suikoden* and *Final Fantasy Tactics* were best things a bit for PlayStation owners, while games like *Shining the Holy Ark* and *Albert Odyssey* kept Saturn fans busy, but it was the long-awaited release of *Final Fantasy VII* on Sept. 9 that really set the genre in motion for the RPG revival to come. Despite a strictly over age translation by GBA and Square, FFXIII sales soared—enough for marketing people around the world to take notice. It took 'em long enough.

The Odd

In May, the crane that had been taking Japan by storm for several months finally landed in America—the *Time* magazine had arrived. Initial dems and was huge for the frank in the digital choices, but the crane was nowhere near as big as it was in Japan. Numerous competitors popped up with *Time* magazine's clones, but none matched the appeal of the big T. *Time* magazine's popularity has since waned, but the digital revolution is stronger than ever—especially in video games.

The Ugly

Many of us were delighted to hear Capcom was planning on releasing a new "unrated" version of *Resident Evil* for the PlayStation, with all the deleted FMV scenes from the original Japanese version and a few new game play extras. Unfortunately, this so-called "Director's Cut" was just as hacked as the original, despite the back of the box clearly advertising the uncut scenes. Capcom USA laid the blame on Japan, saying it mistakenly put the old version in the game. Despite the fact it wouldn't have any to hold up shipments of the game to make this minor fix, Capcom instead went and shipped the game as is. Lame, lame, lame. Some Director's Cut, huh?

IN OTHER NEWS...

- **The 4,000th delayed update**—to June 1998. DD games shown at the Space World show in November had to cartidge instead.
- **Sega and Bandai announce plans** to merge into a new company called Sega-Bandai, (Ed: Months later however, Bandai calls off the merger, citing cultural differences between the two companies...)
- **Sega partners with gifts** for the upcoming "Duro" system before pulling out and signing with NEC.
- **Nintendo revolutionizes game control** once again by releasing the Rumble Pak along with Star Fox 64 in June.
- **Game Boy creator Goupei Yokoi**, one of the most influential people in the history of Nintendo, dies at age 57.
- **Sony unveils the Dual Analog** stick in the U.S. sans vibration.
- **Nintendo releases a new streamlined** version of the Super NES.
- **Tiger releases the Game.com handheld**. A tree falls in the forest. Nobody takes notice of when occurrence.



1998:

To The Present

The Future Arrives

Video games came as to them, and as games became more mainstream (and as the PlayStation hits the 20 million mark in the U.S.) we get a lot more interest outside of the traditional "hardcore" element of gamers.

Newsdays, big games have a good chance of selling a million copies or more, and game character kits are beginning to become icons of a genre area. Love her or hate her, Lara Croft has done one hell of a job for the general acceptance of video games.

With some help from



"We're excited, but I have to say it scares the shit out of a lot of console developers."

—Jason Rubin on the power of the PS2

Think, Solid Snake, James Bond, the cast of Tekken 3, a bunch of sportsmen and a pocket-size yellow fuzzy ball that looks a lot like an electric rabbit, we're finally seeing games where they deserve to be seen—on TV and in the news—and given the degree of respect they do deserve.

IN OTHER NEWS...

- In Japan, Game Boy Color opens copyrighting, which gradually trickle to the U.S. Nintendo Product shows promise, but we wonder about Bandai's WonderSwan.
- EA sees *Tyler Durden*.
- Nintendo still manages to outsell every game released in '98, making it the best-selling game of the year on any system.
- EGM gains a new editor in chief in '98. In early February, the first—immediately dubbed "Johnny England"—begins his mission of teaching Americans to cheer properly at video games.
- The Nintendo 64DD still has yet to see the light of day.
- 30 million PlayStation units have sold across the globe.



The Next Big Nothing:

The elusive Project X mutated into the techier-sounding N64, and VM Labs spent another year not bothering to tell us why we should care. Set to be built into DVD players, digital set-top boxes and satellite receivers (we've yet to see it) the technology is reasonably powerful but has too much in common with the 300 for comfort. Despite VM Labs' assertions that it ISN'T a gaming system, the technology will live or die based on its gaming content. And hardly anyone is developing for it...so draw whatever conclusions you like.

The Good

We're living in a wonderful time for gamers. For PlayStation, we saw Tekken 3, Gran Turismo and Metal Gear Solid. N64 games were spoiled by the likes of Banjo-Kazooie and arguably the greatest game of all time, Zelda 64. Even the Saturn's death was conducted by a fan ball of hers, including Patapon, Dragon Sphere and Fighting Force 18. Things slowed in '99, but the successful Japanese launch of Dreamcast paved the way. It might be easier than we thought for Sega and others. Yet all was soon shattered on March 3, 1999, when Sony held a conference in Tokyo under the banner "The Success of the Future." PlayStation 2 is nearly upon us—and it will rock your world.

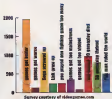
The Odd

To check lyrics should be filed under "the good"—but who'd have thought Pokémon would have been so huge? It's almost as though someone somewhere decided it was going to big, and then brainstormed the whole world into being into the simple little thing.

The Ugly

Somebody, somewhere thought it was a good idea to make a Space Girls game. At the same time, someone else, somewhere else took the coolest comic book character ever and challenged him with one of the worst games of the year—thank you Sony for your interpretation of Spider-Man. In fact, the hall of shame was pretty full in 1998, and some trends seem to be continuing into 1999: NFL Street 2, C. The Cobra Adventure, Coast 64 and anything with some scuffling in it (except roller) gets and the worst awards of the year.

Q: Ten years from now, you'll look back on the '90s as the decade in which...





Review Crew

This Month...

Crispin Boyer

A decade ago, young Crispin Boyer was an idealistic film boy with one dream: to win Star Trek's spin-off-audience competition. Then Mac and Pa sold the fans. Crispin studied the fan at the time critic, *IGN* editor-in-chief, and worked on the troubled youths, and the rest, as they say, is history.

Current Favorites
Star Trek: Voyager, Hybrid Heaven, Star Ocean: The Last Hope

Favorite Genre
RPGs, Action



Dan Hsu "Shoe"

In 1994, Shoe was preparing for his years at high school in the University of Michigan. Shoe would have to bring the essentials to school. His NES and Commodore 64 30-year papers in his old schoolbag. It was 17 until the release of SP 1 in '94. However, that the college career with *Star Trek: Voyager*.

Current Favorites
NBA Showtime, Quake II, Street Fighter Alpha 3

Favorite Genre
Fighting, Sports



John Davison

In 1994, John England was being one sleepy Englishville boy, and was still in school studying French, and never after that to see a computer. The first was just growing, but his game became from *Star Trek: Voyager* from *Star Trek: Voyager* and *Star Trek: Voyager*.

Current Favorites
Rig, Quake II, Star Trek: Voyager

Favorite Genre
Racing, Action



Che Chou

With music? He decided was coming to a close and the is trying to be better quality. Full brought with the female artist early morning showers and the painter of a new into the. *Star Trek: Voyager* was the. *Star Trek: Voyager* was the. *Star Trek: Voyager* was the.

Current Favorites
One on One, The Next Generation, Star Trek: Voyager

Favorite Genre
Fighting, Racing



Chris Johnston

As the last done to a boss, Chris was still just a new kid. *Star Trek: Voyager* was the. *Star Trek: Voyager* was the. *Star Trek: Voyager* was the.

Current Favorites
NBA Showtime, Hybrid Heaven, Star Trek: Voyager

Favorite Genre
Adventure, Puzzle

John Ricciardi

Ten years ago, Ricciardi was getting up for high school getting ready for all of his friends to hang out with "John" in the middle area. *Star Trek: Voyager* was the. *Star Trek: Voyager* was the.

Current Favorites
NBA Showtime, Star Ocean, Star Trek: Voyager

Favorite Genre
RPGs, Action



Dean Hager

Instead of high school, Dean decided to go to the University of Michigan and studying out of the students under playing any game with a steering wheel on a track ball when he was doing that he was "playing" with the ball.

Current Favorites
NBA Showtime, EA Triple Play, Star Trek: Voyager

Favorite Genre
Sports, Racing



Shawn Smith

Ten years ago, Shawn Smith was still a high schooler. *Star Trek: Voyager* was the. *Star Trek: Voyager* was the.

Current Favorites
Quake II, Hybrid Heaven, NBA Showtime

Favorite Genre
Action, Adventure

Only one, we've had some help in for review this month. Every now and then we go through a patch when the quality just seems to fall through the floor and we seem to be suffering from the very worst of it at the moment.

You'll notice from the ugly mug on the left that there's been a shake up at the Review Crew. Sashi is taking a well-earned break from his reviewing duties, and we now have two new members in the cockpit: Che Chou, a brutal critic who joined the *IGN* staff a couple of months ago, and long-standing Review editor Chris Johnston. This injection of fresh blood should keep us all alert and ensure that we continue to bring you the best honest reviews around.

Our Philosophy

10 9 8 7 6 5 4 3 2 1 0

IGN rates games based on how they compare with other titles on the same system. The highest score we'll give a game is a 10. When a game receives a 10, you can rest assured it's one of the best games ever made—a revolutionary title that truly stands above everything else in its genre for its time. At the other end of the spectrum sits the lowest score a game can receive: a 1. This is the kind of game you want to avoid at all costs. It's pure crap, as our scale (below) explains, in the middle lies the average grade, 5.5. We repeat: 5.5 IS AN AVERAGE GRADE. Simple, isn't it?

Our Awards



Platinum Awards go to games that get 10 or 9.5, the best and second-best game out there.



Gold Awards go to games whose 10 or 9.5 scores equal 3 out of 5.



Games that receive at least an 8.5 receive **Silver Awards**.



Publisher: EA
Developer: EA GAMES
Franchise: EA GAMES
Supports: 2-4
Best Feature: Word in their own language
Word Site: www.ea.com

Review: Innovative
Real Sports: OAH
Good For: a
Deal: Aaah, Aaaaah
Playing the original Contendo: Graphics and control
www.ea.com



There's an American rule: a company has to follow when updating a classic game—any changes or additions that you make cannot allow to hurt the game play of the original. In the example of this game, well it happens most often. And here is exactly that rule. Although some fans, like the developers, mentioned some new and daily control to make you forget that this was once an expensive arcade game. When both graphics and, as smaller elements are too blurry I would have preferred simple, rounded polygons to the stumpy, blocky mass. One of the important aspects of the original game is that you could only go a third of the way up the screen, in this you can move in any direction, anywhere on the playing field (around water and O's) making the game more like a fast version of Snake. I'm. Seeing then people will worry about someone who plays the game's core, and doesn't mind any additional changes made to the game. The only is not too worried about it that I felt in the end, but at the start only of new fans, when the game had just been out. Speaking of that is not, it is a good addition for a PlayStation 2 or Xbox as made by EA. Good to having guide to that I don't include it here, but of the original game, game which does not have that the same, it is important to have a lot of the machine's little. **Chris**

The first, starting with the updating of the game. Some of the new things are the better, like the new game, but the developers decided to let you play the same old game, which lets the missing and the old of having to do the same. I would like to see if a should see that the old of the game. **Chris**

Here's a screenshot example of how to play the game. The game is a puzzle game, where you have to move the blocks in a certain way. The game is very easy to play, but it's a challenge. **Chris**

How sad, how that Advertisers Agencies has to be the standard for how to get the update is a huge game, but it's a puzzle game. The game is very easy to play, but it's a challenge. **Chris**



Publisher: EA
Developer: EA GAMES
Franchise: EA GAMES
Supports: 2-4
Best Feature: Word in their own language
Word Site: www.ea.com

Review: Innovative
Real Sports: OAH
Good For: a
Deal: Aaah, Aaaaah
Playing the original Contendo: Graphics and control
www.ea.com



As often of adventure games and against a previous work, I was surprised at how Croc 2 turned out. First, the great points: Croc is a mark in quality and stream, it's a very nice game without missing a beat in any way. It's a very nice game without missing a beat in any way. It's a very nice game without missing a beat in any way. **Chris**

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The game brings me back to the original, it's a very nice game without missing a beat in any way. It's a very nice game without missing a beat in any way. **Chris**

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POWER	SOUND	INTEGRITY	REPUT
3	4	4	5

POWER	SOUND	INTEGRITY	REPUT
7	7	5	4

POWER	SOUND	INTEGRITY	REPUT
4	5	3	4

LUNAR: Silver Star Story Complete



Publisher:
Developer:
Field and in
Players:
Supports:
Best Feature:
Worst Feature:
Web Site:

Working Designs
Game \$29.99 / CD
\$24.99
1
Dual Stick, Analog
Great story, nice anime scenes
Half worlds like a little girl
www.workingdesigns.com



Monaco Grand Prix



Publisher:
Developer:
Produced for
Players:
Supports:
Best Feature:
Worst Feature:
Web Site:

Inf Soft
\$49.99
\$29.99 / Play
1-2
Dual Stick, Analog, USB Cable
Good handling vehicles
Lack of an F1 license
www.infsoft.com



Star Ocean: The Second Story



Publisher:
Developer:
Produced in
Players:
Supports:
Best Feature:
Worst Feature:
Web Site:

SEGA
\$49.99 / PS2
\$24.99 / Xbox
1
Dual Stick, Analog
Character skills system
Some battles frustrating
www.segagames.com



The Mega-CD version of *Lunar* is still one of my best favorite RPGs. It's a great, beautiful story that I read back during my high school years. I read it again a while, and now that I'm finally able to play it, I have to say: It's still one of the best. Even if you've played the *Lunar* series on the PS2, you'll appreciate your old copy with a new lease on life, because a lot has changed. *Lunar* is now a dual-stick game, and the music has been reworked. But all that's the best, and the soundtrack is still one of the best of all time, and the graphics are just as gorgeous as well. Irides are the only thing that's changed, as the graphics have been updated to match the PS2 version. The story is still as good as ever, and the characters are still as good as ever. The music is still as good as ever, and the graphics are still as good as ever. The story is still as good as ever, and the characters are still as good as ever. The music is still as good as ever, and the graphics are still as good as ever.

John D

As the saying is, *Lunar* is a masterpiece. It's a great story, a great game, and a great experience. It's a game that I've played many times over, and I still love it. It's a game that I've played many times over, and I still love it. It's a game that I've played many times over, and I still love it.

Chris

Having played *Lunar* on the PS2, I can say that it's a great game. It's a game that I've played many times over, and I still love it. It's a game that I've played many times over, and I still love it.

Cha

When I played *Lunar* on the PS2, I was blown away. It's a great game, and a great experience. It's a game that I've played many times over, and I still love it. It's a game that I've played many times over, and I still love it.

Crispin

I was hoping to find the best F1 ever but as I guess that could judge the top five between realism and fun. I think my search has ended. While it doesn't look that impressive, it is great with decent *Monaco* definitely has a better game engine. The game that is fast and smooth, even under heavy traffic, great controls, and the handling is very intuitive and natural. Thanks to the gameplay as well. Thankfully the AI is tuned with a forgiving hand. Unlike most F1 titles that punish you at the slightest blunder, you can stay in a lot (even in the Mode) and it will give you points. As to about *Monaco* it is playing in the right gear—gameplay and vehicle handling feel, it does have some fun. Multiplayer is in four players, but it's not as good as the single player. The AI is tuned with a forgiving hand. Unlike most F1 titles that punish you at the slightest blunder, you can stay in a lot (even in the Mode) and it will give you points. As to about *Monaco* it is playing in the right gear—gameplay and vehicle handling feel, it does have some fun. Multiplayer is in four players, but it's not as good as the single player.

Ben

There are similarities between the worlds of *Monaco* and *Monaco* (the game) but the game is much better. It's a great game, and a great experience. It's a game that I've played many times over, and I still love it.

Cha

There's nothing a developer is going to do, but you can't say that *Monaco* is a great game. It's a great game, and a great experience. It's a game that I've played many times over, and I still love it.

John D

The sense of speed in the *PlayStation* version of *Monaco* is in the game, which is a great game. It's a great game, and a great experience. It's a game that I've played many times over, and I still love it.

Shawn

It may look level based and ordinary but that's not to say it's a super fun game. It's actually a complex and rewarding RPG. For starters, your characters can learn all the skills you want on their own—everything from cooking to machine engineering—and you can have them learn to build Super Skills using the characters can learn together by having your machine building skills. For that, you can also have a lot of different jobs to do. The game is a lot of different jobs to do. The game is a lot of different jobs to do. The game is a lot of different jobs to do.

Crispin

Even though the story is a bit boring, the game is a great experience. It's a game that I've played many times over, and I still love it.

John D

Star Ocean offers the full breadth of all things JRPG. It's a great game, and a great experience. It's a game that I've played many times over, and I still love it.

John D

The game is a great experience. It's a game that I've played many times over, and I still love it.

Shae

TOTAL	SCORE	PROS	CONS
8	9	7	5

TOTAL	SCORE	PROS	CONS
7	7	6	7

TOTAL	SCORE	PROS	CONS
8	8	7	5

Warzone 2100



Publisher:
Developer:
Platform(s):
Players:
Supports:
Best Feature:
Word Feature:
Web Site:

Edis:
Pinnacle Studios
EGM Staff
1
Dual Shock, Analog, Mouse
Customizable Units
Difficult to control
www.edisinteractive.com



Grand Theft Auto: London 1969



Publisher:
Developer:
Platform(s):
Players:
Supports:
Best Feature:
Word Feature:
Web Site:

Electronic Games:
EMG Design
N/A
1
Dual Shock
Audio Power-style burner
Familiar looking graphics
www.electronicgames.com



All-Star Baseball 2000



Publisher:
Developer:
Platform(s):
Players:
Supports:
Best Feature:
Word Feature:
Web Site:

Activision
Realtime Associates
N/A
1
N/A
Extremely playable
No team play modes
www.activision.net



Warzone 2100 boasts plenty of ideas that its predecessors (mainly the GAC series), but it loses touch near early on with its weak tracking over the tops of the real-time strategy genre. The game will look great close down if you're a large unit, but upon closer examination, you'll find this somewhat weak, and as well as the traditional top-down view (and if you prefer, an even less strategic point of view, you can take control of individual cars and play from a near-often-packed first-person perspective) that while the various angles are really cool, first, the controls definitely are not. Acting is too asinine, digital is too slow and even more controls aren't as smooth as they should be. Even though Warzone has been around options than any RTS before it, it's still difficult to maneuver your troops with precision. The game has no bonuses (which make it hard to tell what units are what) don't help you. But the most game-breaking makes up for what it can't do in the end and beyond. Having to reassemble your tech requires, even building customized cars with the technology you've built a lot of strategy depth and a cool catch-offer game that takes a hour. The fact alone the player up early with almost dead-in-one-chance (and you'll lose) will give you a great first-time RTS. You should check this one out. **Shige**

If playing the real-time strategy genre, you'll probably be looking for the real-time strategy genre. Here you get it to control to check out Warzone 2100. This title contains some of the best elements of each (and all) RTS games with the most (to start) like Warzone 2100. You can see all the computer building and customizing units. Don't let the name fool you, it's not just a simple game. **Chris**

What's New? The real-time strategy genre on the PC, Warzone 2100 is the best game about the same genre in the world. It's not just a game, it's a game that you can't play on the PC. It's a game that you can't play on the PC. It's a game that you can't play on the PC. It's a game that you can't play on the PC. **Chris**

Warzone 2100 is probably the best of a series of strategy games for the PC. It's not just a game, it's a game that you can't play on the PC. It's a game that you can't play on the PC. It's a game that you can't play on the PC. It's a game that you can't play on the PC. **Chris**

Video: The first game into the office, the second from the first game was marked in two years. A preview convinced that it was "good" for publishers to develop an idea which they'd like to produce a package of books, games, and a great wide range of accessories that something else than GAC could be in the market. All but Warzone 2100 can't just be about the game. It's being confirmed to start, but the game is being in an Act II Powerland and beyond. The game has a great play (not the first game).

Visuals	Sound	Playability	Replay
6	7	6	6

Ultimate 6 Ball



Publisher:
Developer:
Platform(s):
Players:
Supports:
Best Feature:
Word Feature:
Web Site:

EMG
EMG Technologies
EGM Staff
1-4
Analog
Access to physics
Slow-paced game play
www.emg.com



WWF Attitude



Publisher:
Developer:
Platform(s):
Players:
Supports:
Best Feature:
Word Feature:
Web Site:

Activision
Creative
N/A
1
N/A
All the WWF wrestlers (111)
Limited events, single graphics
www.activision.net



As far as pool goes, Ultimate 6 Ball holds its own. While the game is packed with visuals, sound, and the actual physical real-time play is great. It's not just a game, it's a game that you can't play on the PC. It's a game that you can't play on the PC. It's a game that you can't play on the PC. **Chris**

Visuals	Sound	Playability	Replay
5	4	5	5

Crash landed on WWF Attitude in the same way which it landed on the PC. "Probably the best" All who played the game (and that's not just about as good as you'll find from an RTS, portable wrestling game) and most didn't expect much. The most interesting thing about the game is that it's not just a game, it's a game that you can't play on the PC. It's a game that you can't play on the PC. **Chris**

Visuals	Sound	Playability	Replay
4	3	4	4

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▲ Placement
● Gold
■ Silver

Review Archive

EGM's Last 100 Reviews From EGM #115 – 119

Game	Publisher	Best Feature	Worst Feature	Scores	Rank
Strategy 12					
■ All Star Football 2000 Sportsline	Activision	Amazing Depth, Great Graphics	Is So Elementary	8.0 9.0 8.0 8.0 8.0	118
● Battle Adventure: Facing Infernal Beasts	SOX	Big Boss, Big Boss	Available in Every Department	5.0 4.0 6.0 4.0 6.0	119
● Battle Adventure: Facing Infernal Beasts	Electronic Arts	Awesome Game System	Not Enough 'Yak Is	8.0 8.0 8.0 8.0 8.0	121
● Battle Adventure: Facing Infernal Beasts	Electronic Arts	Awesome Mode	Not Enough	8.0 8.0 7.0 6.0 8.0	122
● Battle Adventure: Facing Infernal Beasts	Electronic Arts	Four Player Mode	Wishes You Could Play after-Player	8.0 7.0 8.0 7.0 8.0	123
● Battle Adventure: Facing Infernal Beasts	Electronic Arts	City as a Whole Part	An Overall Sluggish Game	4.0 4.0 4.0 4.0 4.0	124
■ Call Levels Chameleon Field 2	Activision	Kick-Ass Game Design, Music	Fracturing, Fracture Gameplay, Camera	8.0 9.0 8.0 8.0 8.0	125
● Chameleon Field 2 Chameleon Field 2	Electronic Arts	Best Graphics	Mediocre Gameplay	7.0 4.0 4.0 6.0 7.0	126
● Chameleon Field 2 Chameleon Field 2	Electronic Arts	Multiplayer, Terrifying Music	Tweedy Controls	5.0 6.0 5.0 4.0 5.0	127
● Chameleon Field 2 Chameleon Field 2	Electronic Arts	Awesome Game System	Weak Gameplay	4.0 3.0 3.0 3.0 3.0	128
■ FIFA 99 EA GAMES	Electronic Arts	Realistic Gameplay	Awful Match-Ups	8.0 8.0 8.0 8.0 8.0	129
● Fighting Force 64 Spectrum	EA GAMES	3-D Sound, Fun Fun	The Bad, Bad, 64 Bits	6.0 4.0 4.0 4.0 4.0	130
● Fighting Force 64 Spectrum	Spectrum	Two-Player Crazy Mode	Clunky, Tedious Death	7.0 6.0 7.0 6.0 6.0	131
● Fighting Force 64 Spectrum	Electronic Arts	Realistic AI	No Multiplayer Option	5.0 4.0 6.0 4.0 4.0	132
▲ The Legend of Zelda: Ocarina of Time Magical Zelda Challenge	Nintendo	Knowledge is the Best Weapons	Phase 1: The Classic, 3-D Sound!	10 10 10 10 10	133
● Legend of Zelda: Ocarina of Time Magical Zelda Challenge	Electronic Arts	New Gameplay Elements	Getting Hit by These New Graphics Bleak	7.0 7.0 7.0 6.0 7.0	134
● Legend of Zelda: Ocarina of Time Magical Zelda Challenge	Electronic Arts	It's a 3-D World Party Game	Not So Great for Solo Play	6.0 8.0 6.0 6.0 6.0	135
■ Micro Machines 64 Turbo Miles A-Miles Turbo	Electronic Arts	Awesome Split-Play Fun	Having to Hit to Close to Your Friends	6.0 6.0 7.0 6.0 7.0	136
● Miles A-Miles Turbo Miles A-Miles Turbo	Electronic Arts	The Sound of the Future, Fun	Wacky Sound Effects	8.0 7.0 7.0 6.0 6.0	137
● Miles A-Miles Turbo Miles A-Miles Turbo	Electronic Arts	Multi-Platform AI	Self-Play Problems, Immature	7.0 6.0 6.0 6.0 6.0	138
● Miles A-Miles Turbo Miles A-Miles Turbo	Electronic Arts	AI System	All Matches a World of Control up	6.0 6.0 5.0 5.0 5.0	139
● Miles A-Miles Turbo Miles A-Miles Turbo	Electronic Arts	Great Commentary	Bad Control	6.0 6.0 6.0 6.0 6.0	140
● Miles A-Miles Turbo Miles A-Miles Turbo	Electronic Arts	You Don't Have to Buy It	Some Fun, Fun Fun!	6.0 4.0 4.0 4.0 4.0	141
● Miles A-Miles Turbo Miles A-Miles Turbo	Electronic Arts	Trading Card Integration	Not Enough Tracks to Control Needs	6.0 6.0 7.0 6.0 6.0	142
● Miles A-Miles Turbo Miles A-Miles Turbo	Electronic Arts	Saving the Original Characters	Not Enough After a While	6.0 6.0 4.0 6.0 6.0	143
● Miles A-Miles Turbo Miles A-Miles Turbo	Electronic Arts	Conversations	Annoying Characters	7.0 6.0 7.0 7.0 7.0	144
● Miles A-Miles Turbo Miles A-Miles Turbo	Electronic Arts	South Park Game of Honor	South Park Game of Honor: AI You Hate It!	6.0 6.0 7.0 7.0 7.0	145
● Miles A-Miles Turbo Miles A-Miles Turbo	Electronic Arts	Good Controls/Sounding System	Not So-Play, and It's Not So Good	7.0 4.0 4.0 4.0 4.0	146
● Miles A-Miles Turbo Miles A-Miles Turbo	Electronic Arts	Control is option	Let some difficulty of Road Shapes	6.0 6.0 6.0 6.0 6.0	147
● Miles A-Miles Turbo Miles A-Miles Turbo	Electronic Arts	Simple, Fun Gameplay	Lots of Game Modes	6.0 6.0 6.0 6.0 6.0	148
● Miles A-Miles Turbo Miles A-Miles Turbo	Electronic Arts	Lot of Cool Fun Features	Too Few Controls, Awful Camera	5.0 6.0 5.0 5.0 5.0	149
● Miles A-Miles Turbo Miles A-Miles Turbo	Electronic Arts	Fun Fun Fun Fun!	Not So-Play, and It's Not So Good	6.0 6.0 6.0 6.0 6.0	150
■ Playable 8 Virtual Pro 64	Electronic Arts	Comp. Based Mode	Wish It Had a Better Description	6.0 7.0 8.0 8.0 7.0	151
● Virtual Pro 64 Virtual Pro 64	Electronic Arts	Play of Playables	Some Questionable Physics	6.0 6.0 6.0 6.0 6.0	152
● Virtual Pro 64 Virtual Pro 64	Electronic Arts	Lot of Modes	Mediocre Game Engine	6.0 7.0 8.0 8.0 7.0	153
PlayStation					
● Battle Adventure: Facing Infernal Beasts	Electronic Arts	Two-Player Mode	Lots of Inevitable Death	4.0 3.0 4.0 3.0 3.0	154
● Battle Adventure: Facing Infernal Beasts	Electronic Arts	Original Concept	Not Particularly Difficult	7.0 6.0 7.0 6.0 6.0	155
● Battle Adventure: Facing Infernal Beasts	Electronic Arts	Great Looking Physics	Way to Fun Gameplay for Some	4.0 6.0 4.0 4.0 4.0	156
● Battle Adventure: Facing Infernal Beasts	Electronic Arts	World War II Atmosphere	Craggy Controls, Awful to the Graphics	6.0 6.0 6.0 6.0 6.0	157
● Battle Adventure: Facing Infernal Beasts	Electronic Arts	Realistic Gameplay AI	Sluggish Controls, Sluggish Graphics	6.0 6.0 6.0 6.0 6.0	158
● Battle Adventure: Facing Infernal Beasts	Electronic Arts	Big Air Mode	Sluggish Two-Player Mode	4.0 4.0 3.0 4.0 3.0	159
● Battle Adventure: Facing Infernal Beasts	Electronic Arts	Stick Controls	Not So-Play, and It's Not So Good	6.0 6.0 5.0 4.0 5.0	160
● Battle Adventure: Facing Infernal Beasts	Electronic Arts	Effective Presentation	Not So-Play, and It's Not So Good	4.0 7.0 7.0 6.0 6.0	161
● Battle Adventure: Facing Infernal Beasts	Electronic Arts	Being Required to Use Strategy	Four Two-Player Modes	7.0 5.0 5.0 7.0 7.0	162
● Battle Adventure: Facing Infernal Beasts	Electronic Arts	Great Music (Overall)	Sluggish Graphics in Some Modes	6.0 6.0 6.0 6.0 6.0	163
● Battle Adventure: Facing Infernal Beasts	Electronic Arts	Great Sound in Various Moments	Missing the Game Set	4.0 6.0 4.0 6.0 6.0	164
● Battle Adventure: Facing Infernal Beasts	Electronic Arts	There isn't a Day	Wish You Could Play after-Player	7.0 7.0 7.0 6.0 6.0	165
● Battle Adventure: Facing Infernal Beasts	Electronic Arts	Fun, Gameplay	Awful Match-Ups	6.0 6.0 6.0 6.0 6.0	166
● Battle Adventure: Facing Infernal Beasts	Electronic Arts	Easy to Get Into	Repetitive Gameplay	6.0 7.0 7.0 6.0 6.0	167
● Battle Adventure: Facing Infernal Beasts	Electronic Arts	Lots of Modes	Lots of Graphical Glitches	6.0 4.0 6.0 4.0 6.0	168

Game	Publisher	Best Feature	Worst Feature	Scores	Issue #
Devil May Cry 3	Capcom	Stunning 3D Playability	Clunky Wave Action	88 88 70 8.8 79	
Dragon Ball Z: Budokai Tenkaichi 3	Bandai Namco	Great Mode	Clunky System	75 6.5 6.8 6.5 74	
Dragon Ball Z: Budokai Tenkaichi 3	Bandai Namco	Wonderful Gacha Soundtrack	Restrictive Gacha Controls	45 3.5 4.8 4.5 49	
Final Fantasy XIII-2	Square Enix	Real Sense of Adventure	Some Inventions Based Too Often	55 3.5 4.8 4.5 51	
Final Fantasy XIII-2	Square Enix	Stunning New Gun Play	Fighting Copies Lack Polish	68 6.8 8.5 8.8 84	
Final Fantasy XIII-2	Square Enix	New Play Modes	Some Conventuality	75 7.5 8.8 7.5 84	
Final Fantasy XIII-2	Square Enix	Realistic 3D Characters	And Not Enough Story/Worlding Game	48 3.8 5.8 6.8 54	
Final Fantasy XIII-2	Square Enix	Colorful Graphics	Basic Story	35 4.8 5.8 4.8 55	
Final Fantasy XIII-2	Square Enix	Lots of Events and Objectives	Custom 3D A Part	58 5.8 7.8 8.8 78	
Final Fantasy XIII-2	Square Enix	Play A New Core Experience	Too Many Choices For Players	58 4.8 6.8 6.8 67	
Final Fantasy XIII-2	Square Enix	Very Nice Graphics - Some Rate	Difficult to Get Started	88 8.8 7.8 8.8 87	
Final Fantasy XIII-2	Square Enix	Stunning Artwork...	Not the Best Including	58 3.8 4.8 4.8 67	
Final Fantasy XIII-2	Square Enix	Elements of Adventure	Not the Best Overall Appeal...	70 3.8 7.8 8.8 88	
Final Fantasy XIII-2	Square Enix	Amazing Graphics	Awful Camera	88 4.8 6.8 6.8 87	
Final Fantasy XIII-2	Square Enix	New Content	Stagnant Gameplay	58 6.8 8.8 7.8 89	
Final Fantasy XIII-2	Square Enix	Long-Lasting Cool Battle System	Really Hard to Get On A Bit	68 7.8 7.8 8.8 87	
Final Fantasy XIII-2	Square Enix	Beautiful Graphics	Stagnant Battle Rate	68 7.8 8.8 7.8 84	
Final Fantasy XIII-2	Square Enix	High Detail Part Two MVP	Still Feels Like "The" Best Part	70 7.8 8.8 7.8 84	
Final Fantasy XIII-2	Square Enix	Competitive Two-Player Games	Almost Lacking The Same As Last Year	88 7.8 8.8 8.8 89	
Final Fantasy XIII-2	Square Enix	Well It's A Lot Like 13-1	Unintuitive Graphics And Controls	48 4.8 6.8 6.8 64	
Final Fantasy XIII-2	Square Enix	Love Variety Of Weapons	Unconvincing Dialogue	28 3.8 4.8 4.8 49	
Final Fantasy XIII-2	Square Enix	Great Interface	Supply Aid	78 4.8 6.8 7.8 88	
Final Fantasy XIII-2	Square Enix	Easy To Learn, Hard To Master	Some Difficulty Curve	88 7.8 8.8 7.8 89	
Final Fantasy XIII-2	Square Enix	Well Done Battle	Confusing Level Progression	88 4.8 6.8 8.8 88	
Final Fantasy XIII-2	Square Enix	Great Player Movement	Too Many Story Events	28 3.8 5.8 5.8 49	
Final Fantasy XIII-2	Square Enix	Tons of Variety	Quite Similar To The First Final Fantasy	88 8.8 8.8 8.8 98	
Final Fantasy XIII-2	Square Enix	Cool Looking Primitive People	Classical-Not Last Time	48 4.8 6.8 6.8 69	
Final Fantasy XIII-2	Square Enix	Great Graphics	Cruddy Interface	38 7.8 8.8 4.8 71	
Final Fantasy XIII-2	Square Enix	Graphics - Overall Design	Not Incredibly Challenging	68 6.8 8.8 8.8 89	
Final Fantasy XIII-2	Square Enix	Classic RPG Gameplay	No Extra RPG 3-Play-10 or 12-Play Use	78 7.8 8.8 4.8 84	
Final Fantasy XIII-2	Square Enix	Hard To Get Ready	Pretty Much Everything	18 4.8 6.8 6.8 49	
Final Fantasy XIII-2	Square Enix	Speedy Battle Rate	Restrictive Vehicle Physics	48 4.8 6.8 7.8 71	
Final Fantasy XIII-2	Square Enix	Lots of Weapons	Real Controls And Game World	48 6.8 8.8 7.8 89	
Final Fantasy XIII-2	Square Enix	New Player Battle Mode	All The Top Layers Are Really Similar	78 4.8 5.8 4.8 87	
Final Fantasy XIII-2	Square Enix	Speedy Story	Long-Lasting Gameplay	88 6.8 8.8 8.8 97	
Final Fantasy XIII-2	Square Enix	Great Gameplay	Unneeded Continuity Elements	48 4.8 6.8 4.8 69	
Final Fantasy XIII-2	Square Enix	Hard To Get Ready	Stagnant Gameplay Last From Previous	88 8.8 8.8 8.8 98	
Final Fantasy XIII-2	Square Enix	Simple But Not Complex	Not Systems In The Simple	78 4.8 6.8 6.8 89	
Final Fantasy XIII-2	Square Enix	Lots of Cool (Special) Stuff	Real Controls That Add Up	88 6.8 8.8 8.8 98	
Final Fantasy XIII-2	Square Enix	Separating Game Elements	Controls	38 5.8 4.8 3.8 54	
Final Fantasy XIII-2	Square Enix	Stagnant Gameplay	Really Control Sometimes	68 4.8 6.8 6.8 87	
Final Fantasy XIII-2	Square Enix	Big Screen	Clunky Animation - Not "The" "The" "The"	78 4.8 4.8 7.8 89	
Final Fantasy XIII-2	Square Enix	Interesting Levels	Stagnant	58 7.8 8.8 4.8 89	
Final Fantasy XIII-2	Square Enix	Unconvincing Soundtrack	The First Two Levels	78 7.8 8.8 7.8 89	
Final Fantasy XIII-2	Square Enix	Unconvincing Battle	Clunky "Ball" That Follows Ball	88 4.8 6.8 8.8 98	
Final Fantasy XIII-2	Square Enix	Lots of Items	Very Expensive	38 7.8 5.8 7.8 89	
Final Fantasy XIII-2	Square Enix	Lots of Events To Learn	Real Controls	48 8.8 7.8 8.8 98	
Final Fantasy XIII-2	Square Enix	Playful Battle System	No Hit Points	88 7.8 7.8 8.8 98	
Final Fantasy XIII-2	Square Enix	Highly Detailed	Way To The Graphics For Some	88 8.8 4.8 8.8 98	
Final Fantasy XIII-2	Square Enix	Classic RPG Gameplay	New Weapons In Battle Levels	88 8.8 8.8 8.8 98	
Final Fantasy XIII-2	Square Enix	New Player Battle Mode	New Music Battle Mode	78 8.8 8.8 8.8 98	



Send your best tricks, codes, Web sites and anything else that can help make games more fun and interesting to:
Tricks of the Trade
 P.O. Box 3336, Oak Brook, IL 60521-3336
 or send e-mail to tricks@tot.com

Tricks of the Trade

By Trickman Terry - tricks@tot.com

TRICK OF THE MONTH



Triple Play 2000

(PS2)

Cool Codes

Automatic Home Run

When at bat, hold L4+L3+R4+R3 and press Triangle, Square, Triangle, Circle, X, Square, Left, Right. You'll hear a thumping sound to confirm.

Automatic Strikeout

When pitching, hold L4+L3+R4+R3 and press Up, Down, Triangle, Square, Triangle, Circle, X, Square.

EA Dream Team

Start an Exhibition game. At the Team Select Screen press Left, Right, Left, Right, Left, Right, Left, Right, Left, Right, Left, Right. You should hear a voice to confirm entry.

Bill Stafford
 Greenville, MI



Hey, send us your cool new tricks, and win cool prizes!

If your trick is selected as the Trick of the Month, you will win a free download published by the cool people at tricks@tot.com. If you are great enough for submitting a cool trick or code that we will send you a free game. **NO CASH!** If you send your Trick tips and you need feedback, you can contact, address, city, state and zip code.

NINTENDO 64

All-Star Baseball 2000

Easier Home Runs

When you're up to bat, press the B button for a power hit. If you have the pitcher set on, and can see where the ball is going, put the power bar right under it. If you have a right handed pitcher, place the bar so the pitcher is in the upper left. Just in case



the pitcher is throwing a slider or curve). If you have a left handed pitcher, then place the bar so the pitcher end is in the upper right. If you stay under the pitcher and land being at the correct time, you will almost always hit a home run. **Unhittable Fastball** Select Arcade Mode. When you are pitching, hold Down C+A and hold it until the ball reaches home plate. The batter won't be able to hit the pitch about 90 percent of the time.

Super Smash Bros.

Borrow a Life

In this trick if you are defeated in a multiplayer match, if your teammate still has one or more lives in stock,



you can use one of his lives to get back in the action by pressing a+B+C+START. Be sure Ask for permission first!

Rampage 2: Universal Tour

Hidden Characters

To play as these hidden characters enter the following passwords:
 George: SIKKAKI
 Larry: SAKES
 Ralph: LNTWS
 Regulus: MRYT
 Universal.com team number zero not letter O)
 Alien (purple form of Mynabot) - RYUJ.



THE DEFINITIVE SITES OF THE MONTH

The finest places to download cheats and codes for both systems. If you know of, or run a Web site with cool free cheats, e-mail, let us know. Contact Trickman Terry with the details at tricks@tot.com

Windows Sites

- <http://www.kings-hypertext.com/links.html>
- <http://www.freecheats.com/donkeyj/altcheats.asp?view=CAT&Category=PlayStation2&os=Drive&save>
- <http://www.teleport.net/~whn/vr.html>
- <http://www.splintercell.com/~mrd/Pages/PS2/cheats/cheats.htm>
- <http://www.tough.net/~grims/cheats.htm>

Nintendo 64 Sites

- <http://www.smp64.com/txt/Wi/200/000.html>
- <http://www.nintendo.com.us/usa/cheats.html>
- <http://www.freecheats.com/donkeyj/altcheats.asp?search=CAT&Category=Nintendo64&os=Drive&save>

Micro Machines 64 Turbo

Debug Mode

Pause the game and press C-Left, Up, Down, Down, C-Left, C-Right, C-Right, C-Up, C-Down to enable Debug Mode. To use it, press any of the button sequences below while you're playing.

Quit Race and Win

Press Z + C-Down. Note: This code doesn't work in three trials.

Change Camera Angle

Hold Z and press Up/Down, Left or Right.

Change Camera Zoom

Hold Z and press L or R.

Turn Player into Computer Drone

Hold Z and press C-Left.



Show Up All Cars

Hold Z + C-Up + C-Right + C-Left.

More Cheat Codes

Enter these codes while the game is paused. A beep will confirm the code. To disable a code simply to enter it.

Turn into Level Object

Down, Down, Up, Up, Right, Right, Left, Left.

Rig Sources

C-Left, Right, Right, Down, Up, Down, Left, Down, Down.

Double Speed

C-Left, C-Down, C-Right, C-Left, C-Up, C-Down, C-Down, C-Down.



C-Down
Slow CPU Cars
C-Right, C-Up, C-Left, C-Down, C-Right, C-Up, C-Left, C-Down.

Lode Runner 3-D

World Select

While in a level, press Start to pause the game and hold the Z Button. While holding Z, press R, B, A, B, A, C-Up, C-Down, C-Left, C-Right, C-Up, C-Down, C-Left, C-Right. A tone will sound



and the option "Unlock Worlds" will appear. Highlight the option and turn it to "Yes" to access all the worlds.

Extreme-G 2

Boost of Speed

At the Bike Selection Screen, press the R button. Select the "Enter Name" option and then put in the following code: SCHNITZ - this will receive an extra boost of speed and acceleration.



PLAYSTATION

GEK 3: Deep Cover Gecko

Debug Code

Press Start to pause the game in the middle of play. Hold R+ and press Up, Circle, Right, Up, Left, Right, Down. A confirming sound should be heard if done correctly. While playing, press Select to see the Debug Menu.



Within this menu is the option to choose your starting level as desired.

Invincibility

To make GEEK invincible, press Start to pause the game and hold L+ With L+ held, press Down, Up, Left, Left, Triangle, Right, Down. Now you won't lose any lives when you are hit!

B-Type Delta

Note: This works on the production version of the game and is subject to change!

All Force Power and Full Power-ups

To maximize your weapons during any time of the game, press START to pause and then hold the L+ button. Now enter the codes below. Before using the power-up codes, make sure you have a Power Pod. If you want the

TOP FIVE TRICKS

The top five games of the last month given the full-on Trickman treatment!

1. Mario Party 1640

Special Title Screen

Select all five stars and do four Bowser spins and for all on the hidden silver-lane bonus, started star. After all this has been done, you will have earned the special Congratulations Title Screen!

2. WCW/nWo Thunder IPS

Many Cool Codes

All Wreckers: At the Title Screen, press (Up), (L), (R), (O), (L), (R). Select to unlock all red wreckers.

Big Money: At the Title Screen, press (R), (L), (R). Select

Weapons: At the Title Screen, press (R), (Y), (L), (R). Select

Ring Select: At the Options Menu, press (R), (R), (R), (R), (R), (R). Select. Now every time Select is pressed, the command ring will advance by one. To reset is normal: (O), (L), (L), (L), (L) followed by (Start).

3. Legend of Zelda: Ocarina of Time 1640

Hidden Pictures

Find the place in the Hyrule Castle courtyard where you meet Princess Zelda for the first time. When the n, look to your left and right, then up and left windows. Look (with Up) to the right window and you will see pictures of Zelda, Malin, Link, Ganon and Princess. To advance how, into can with your ring (that) and shoot at the window. A red target will pop out, and you will be able to collect it for a gain of 100 rupees if you take one and shoot the window on the left, a ghost will pop out, and you and then throw a bomb right back at it three!



TRICKS

Force Rod at any time. Go the code for All Force power followed by any of the power-up codes:

All Force power

Left, Right, Up, Down, Right, Left, Up, Down, Triangle

Red Power-up

Left, Right, Up, Down, Right, Left, Up, Down, Square

Blue power-up

Left, Right, Up, Down, Right, Left, Up, Down, X

Yellow power-up

Left, Right, Up, Down, Right, Left, Up, Down, Circle



Left or Right on the D-pad to get to the Codes Menu. Enter any of the following codes to unlock a SECRET CHARACTER.

Enter **URUNIT** at the Codes Menu to get a Frankenstein character with gg/ls in all attributes. Enter **DOMINIQUE** at the Codes Screen to play as the skater, Dominique. Enter **TP** at the Codes Screen to play as a journey with gg/ls in all attributes.

Monster Seed

Only the first seeds in the generator box version of the game will be subject to stamp.



Access All Monsters

To get all monsters, go to the Menu screen at the Saquin Monster Ranch and highlight "Buy a Monster." Enter Ra, Ra, La, Li, Ra, Ra, La, La, Li. You'll hear a confirming sound to let you know it worked. Now you can select different monsters, regions and continents.

See the Ending

To see the ending without beating the game, at the Title/Start Menu Screen enter La, Ra, La, Ra, La, Ra, La, Ra. You will



hear a sound to confirm it worked. A notification option called "Teasing" will appear underneath the others. Accessing it will get you to the ending of the game.

Bust-A-Move 4

Awesome Cheats

Enter these codes quickly at the Title Screen while the words "Press Start Button" flash. **All Characters**



Right, Right, Triangle, Left, Left. You will hear a clearing sound to confirm it worked.

Teal Reading



Up, Triangle, Down, Triangle, Up (this opens in the Option Menu). You will hear a clearing sound to confirm it worked.

Different Puzzles

Triangle, Left, Right, Left, Triangle (this opens in Puzzle Mode). You will hear a clearing sound to confirm it worked.

Talk Dime

Square, Up, Left, Down, Right, Up, Square, Down, Left, Up, Right, Down, Square (you must have put in the All Character and Teal Reading first, for this to work). You will hear a clearing sound to confirm it worked.

Clint Jones
Marietta, GA

IMPORT GAME TRICK OF THE MONTH

Marvel Vs. Capcom

(Dreamcast Japan)

Hidden Characters

Play as Shadaloo Lady. At the Character Selection Screen, highlight Morrigan, then press Up, Right(L), Down(L), Left(L), Up(L), Right(L), Left(L), Down(L), Right(L), Up(L), Right(L), Down(L), Left(L), Up(L), Right(L), Left(L), Down(L). Then, Shadow Lady will appear below Gambit.

Play as Gold Mkr Machine

At the Character Selection Screen, highlight Zangief, then press Left(L), Down(L), Right(L), Down(L), Left(L), Up(L), Right(L), Left(L), Up(L), Right(L), Left(L), Down(L), Right(L), Up(L), Left(L), Down(L), Right(L). Then, Gold Mkr Machine will appear above Zangief.

Play as Orange Hulk

At the Character Selection Screen, highlight Chun Li, then press Right(L), Down(L), Left(L), Right(L),

Down(L), Left(L), Up(L), Down(L), Right(L), Up(L), Down(L), Up(L), Left, Up. Then, Orange Hulk will appear above Ryu.

Play as Ultime

At the Character Selection Screen, highlight Zangief, then press Left(L), Down(L), Right(L), Up(L), Left(L), Up(L), Right, Left, Down(L), Right(L), Up(L), Left(L), Down(L), Right, Down. Then, Ultime will appear below War Machine.

Play as Red Version

At the Character Selection Screen, highlight Chun Li, then press Up, Down(L), Left, Up(L), Right(L), Down(L), Left(L), Down(L), Right(L), Up(L), Left(L), Up, Then, Red Version will appear above Chun Li.

Play as Roll

At the Character Selection Screen, highlight Zangief, then press Left(L), Down(L), Right(L), Down(L), Left(L), Up, Right, Up(L), Right(L). Then, Roll will appear to the right of Milla Maxwell.

Civilization 2

Money Code

After you create your first city, go to the "City" option and access it. In the City Screen, choose "Renate" and enter the name of your city as above. **...Cash!** When you enter the upper case



R, be sure to hold the R1 button at the same time. Instead of 50, you will start out with almost 50,000 gold! Repeat this code each year money gets low again.

Uprising X

All Weapons



Every weapon can be yours from the start of the game! Just enter Left, Circle, Right, Square, Down, Triangle, Down, X as your code on the Password Screen found on the Main Menu. When entered correctly, you will go to a Introduction Screen that will confirm you have all weapons!

Bust-A-Move 99

New Puzzles

At the Title Screen when it calls you to "Press Start Button," press Circle. Left, Right, Circle. You should see an enemy in the bottom-right corner of the screen if you did it right. Now



press Start and go into Arcade mode. Choose "Puzzle" from the Game Select Screen. Choose your difficulty and your character. Now pick your starting level (A or B) and you will have new puzzle challenges!

Rollcage

Mirror Tracks, All Leagues, Etc.

Enter any of the following codes to unlock the cheats shown below:

All leagues, mirror tracks and other options:

MAAC HEAT

All easy tracks:
EENBERG (just an easy/difficult)

All hard tracks:

EE/PHEBC (just an hard difficulty)

All expert tracks:
HEMPCBDD (just to expert difficulty)

All expert tracks plus extra car, all deathmatch modes, mirror tracks:



HHMPWED

Air Item:

AJCHDMS (press Select to use the item during a race)

Testers' best lap times:

BCSLAPS

(With some of these passwords, the game may tell you that a password is invalid, but the codes still work.)

Roll Away

Awesome Tricks



Temporary Invincibility

Enter the following code during gameplay: Right, Down, L1, R1, R1, or a Triangle, Square, or Extra Seconds in Time Trial Mode

Enter the following code during



TOP FIVE TRICKS

(CONTINUED)

4. Pokémon (Blue) (GB)

Fight Nidali Zeez Pokémon

This will allow you to fight and catch the Nidali Zeez Pokémon outside the Safari Zone. To begin, you must have a Pokémon set in the Safari Zone and enter the area where the Pokémon you are trying to catch is found. Stay in the section until the time runs out. Go to the entrance hallway by Surfing south of Poches City. Be very cautious! I encountered my enemies on the way to the Pokémon's nest (this does not include the Pokémon on the water on the way there). On the edge of the island, there is a strip of the screen that is half land, and half water. Run, surf on this section and just keep going up and open on it. When you see an enemy, walk for the field men from the Nidali Zeez section you just left. The time though, you will be able to fight them and use the other birds on there as well.

5. Frogger (PS)

Awesome Cheats

These tricks will give you great cheats to help you along in the classic game. Here is help:

All Items Open: Pause the game during play and press Right, Square, Triangle, Square, Triangle, R1, L1, R1, L1, Circle

Unlimited Lives: Pause the game during play and press Right Square, Triangle, Square, Triangle, X

Once you do either of these tricks, you'll see the results in letters the bottom of the screen.

Unlimited Ammunition

Pause gameplay and hold/hold the "Weapons" option: hold Right = L1 + R1 + Circle + Square = X (to enter). Note: Only the weapons currently available during the current level will become selectable.



TRICKS

GAMESHARK CODES



Nintendo 64

Beats Adventure Racing

All Cars
8000000000
All Tracks
8000000000

Triple Play 2000

Any Team Score 90
8000000000
Race Team Score 90
8000000000

Vigilante 2

Ultra Hi-Score
8000000000

Unlock All Cars/Tracks

8000000000
8000000000
8000000000
8000000000
8000000000
8000000000
8000000000

PlayStation

Gas 'n' Deep Cover Gecko

Extra Miles
0000000000
Score 90000000

Guardian's Crusade

Max HP
8000000000
Max PP
8000000000

Need For Speed: High Stakes

Infinite Cash
8000000000

Spyder Rider

Extra Health
8000000000
Infinite Ammo at
Weapon Pick-up
8000000000

1-900 PRE VIEW 773 8439

3-4pm EST. Starts at
5pm on other dates. All times
local game-time zone.

The number to call for the latest cheats & gaming info

Anti Away cost

pressing **△**, **L**, Triangle,
Triangle, **○**, **R**, Triangle, Down
(This only works once per level.)

Warp to Bonus Stage

Enter the following code
during gameplay: Triangle, Up,
Triangle, **L**, **L**, **L**, **L**, Square, X

Clear Screen in Bonus Stage

Enter the following code during
gameplay: Right, **○**, Square, **L**,
Square, **△**, **○**, Square

Extra 30,000 Points

Enter the following code during
gameplay: Square, Up, Down,
L, **R**, Triangle, X, Triangle

Need For Speed: High Stakes

Cool Codes

Slow CPU cars

Play a tournament or special
event race. Select a car and
press Start to load the race.
Before the Loading Screen
pops up, hold Left, Square
and Circle until the loading








Screen disappears

New View and Turbo Boost

Choose a car, press Start to
begin a race. Before the Loading
Screen appears, hold Up,
Triangle and X until the loading
screen disappears. Also, press
Up while accelerating to get a lit-
tle turbo boost. Or, hold it while
accelerating to go very fast!

FIVE POINTLESS TRICKS: YOU'LL WONDER WHAT THE DEVELOPERS WERE SMOKING

HOW TO DO IT?	WHAT DOES IT DO?	HOW TO FIND IT?	POINTESS GAINED
 SMASH BROS.	ORANGE OUTFITS	You can change your character's outfits by tapping the four C Buttons at the Character Select Screen. Some costumed changes are limited to colors, but characters like Pikachu are a big exception with a hat. Why? Who knows.	00
 EXTREME G'S	REMOVE METERS	All the Bike Selection Screen press the B button. Select the "Enter Name" option and then put in the following code: HOPARDL. Removes all the meters and text from the screen. So, um, useful, it's slapping. Wow.	000000
 GEAS 'N' DEEP COVER GECKO	JAWBROKING GER	To hear all of GER's phrases, press Start to pause the game and hold L . With L held, press Down, Right, L , R , Circle, Up, R , R . Press the Select Button to hear GER's comments whenever you want. Goah! Lucky you.	000
 CLOCK TOWER-GHOST HAND	SCHOOL UNIFORM	At the Title Screen, hold L until Select+Triangle. Now start the game. Your character will now be in a school uniform. Devon Railing Thousand Oaks, CA	0
 NEED FOR SPEED: HIGH STAKES	BLURRY VISION	Select a car and press Start to load the race. Before the loading screen pops up, hold Up, L and R until the Loading Screen disappears. Why? What the hell would anyone need to do that for? Utterly pointless.	0000



NEXT MONTH

August 1999

On sale July 6

Resident Evil Special

Next month we'll be bringing things off with a huge blow-out on the Resident Evil series. We'll be taking a look at *Resident Evil: Code Veronica* for the Dreamcast, *Resident Evil: Nemesis* on the PlayStation, *Resident Evil 2* on the N64, and even the new Game Boy game. Top EW'll have a full exploration of the RE universe, as well as a look at all the merchandise currently available. Elsewhere we'll be bringing you news from the CG expo with information about the *Dreamcast launch* and even *PlayStation 2*.



We'll make good on our promise: there's no return drive.



ELECTRONIC GAMING MONTHLY

- **Resident Evil Blow-Out**
- **Dreamcast Online Details**
- **Reviews: Phantom Menace Driver and more**
- **News from E3 expo**
- **Tons of Tricks**
- **PlayStation 2 games revealed**
- **Let's all be friends and play**

**PLUS: more ARCADE
and GAME BOY COLOR
games than ANY other
magazine**

PlayStation Magazine

July 1999

On sale June 15

Must-See Games!

The **Electronic Entertainment Expo (E3)** is the biggest video game show of the year and **EMM** will be there to provide you with the best PlayStation coverage. Expect loads of new previews of never before seen games. In addition to in-depth, hands-on analysis of some of the biggest games of the year, there's also bound to be plenty of new announcements, and who knows maybe there will be some new PlayStation 2 titles! **PlayStation 2 with PocketStation** even. **Street Fighter Alpha 3 strategy guide**

July Demo Disc

Playables:

- **Age Escape**
- **Blade Runner 2**
- **MLB 2000**
- **Interplay Baseball 2000**
- **Eric 2**
- **The Next Victim**
- **Goal of the Season!**
- **Tony Hawk's Pro Skater**
- **Non Playables**
- **Jedi Mito 3**
- **Kamikaze Warrior Princess**
- **Macross VSX 2**

EXPERT GAMER

July 1999

On sale June 22

Quake II Walk-through

"Use The Force." But if you need more than that, use **Expert Gamer's** comprehensive **Phantom Menace Strategy**. Once you've defeated the dark side, look to **Expert Gamer** for an all inclusive **Quake II** guide. We'll have you dragging with the band of Iron on this huge N64 title. If you're into showing off, find who has't, go through our **Tekken Tag Tournament** arcade guide to get the best moves, combos and character information.

So it's that will feel the side of the RE strategy.

- **Hybrid Heaven on N64**
- **N64s - Star Ocean and Lunar Silver Star Story**
- **Europa update**
- **SRG featured in Game Over**



*All editorial content is subject to change



FINAL WORD

Game Ratings: Are You Paying Attention?



John Deaton

What's more important to video gaming at the moment? Should developers and publishers continue to estimate the juices of those of us who love games? Or should they push further and bring videogame gaming as a worthy form of entertainment that can sit alongside movies and music? Will pushing things into the mainstream dumb things down? Will we have to endure more conservatism if gaming is to be accepted?

Sure, but more need to push everything to a point where those people buying PlayStation today are exactly the kind of people who would have made fun of getting "punk" five

years ago. Thanks is the little guy too, gaming is riding toward respectability and mass appeal. As more people become aware of games through—there is an equal measure of ignorance and this is reflected more than adequately in the mainstream press. I don't want to belittle the criticism directed too much here as we've talked about it elsewhere too often—but it illustrates very well that people just happily point a finger at what they don't understand, and games are a convenient target.

"No one seems to either understand or be aware of the ESRB ratings."

years ago. Thanks is the little guy too, gaming is riding toward respectability and mass appeal. As more people become aware of games through—there is an equal measure of ignorance and this is reflected more than adequately in the mainstream press. I don't want to belittle the criticism directed too much here as we've talked about it elsewhere too often—but it illustrates very well that people just happily point a finger at what they don't understand, and games are a convenient target.

In the past month we've seen editorial that compares playing Quake II to being exposed to Nazi propaganda on the radio, and

editorials that argue that the fact that they appear to get on game boxes than movie ratings appear on videos and DVDs. People don't seem to acknowledge the "RP" rating for a game the same way they do on a "R" rating for a movie.

Ironically though, the only way games like Quake will be accepted in the "real" world is if they can be positioned much like movies containing similar content. If you weren't old enough, you couldn't get on to see *The Matrix*. Not officially anyway—but at least it was "policed" sufficiently to keep the teens from thinking it taught children about designing buildings or putting off buildings.

After all, this isn't like a movie where a parental chaperone—their kids being the game loan to play at some point, right? If you children are playing Duke Nukem and then building your bombs, then you have no one to blame but yourself! The rating systems should be there as a guide—not like

of buying. If an action game carried out that isn't an "R" rating, then the parents know the game can't be all that violent. So no seems to have any trouble understanding the movie rating system, so where's the problem? As long as the rating system stays flat and accurate, I can't see it having any kind of adverse effect in the long term.

Quake or House of the Dead is? No. But parents—not grandparents or the government—should decide. Keep game systems in a context family sees as they can be monitored, and help decide which games to buy or not. While we need to wait the quick solution is targeted like Columbian, the correct solution isn't always the best.

John Deaton - john.deaton@at.com
 Dan "Dan" Cox - dan.cox@at.com
 Steve Deitz - steve.deitz@at.com
 Steve Johnson - steve.johnson@at.com



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Dan Cox

Playing Quake II is a moment, it's not about entering the strings system, and we don't allow youngsters to play violent games, aren't we and says, "Yes, violent games can have an adverse effect." Parents need to use the strings as a tool, not as a baby sitter. Why should the strings be the only ones responsible and liable for what kids play?



Steve Deitz

Parents are ultimately responsible for teaching that comes into their child's life. If parents are comfortable with a particular game because it features lots of weapons and buckets of blood, then it's their responsibility to guide the player's such game. A rating system will never inform parents what type of game their is thinking



Steve Johnson

Putting a string on game packaging is only half of the equation. The other is for parents to look at the rating and the back of the box to decide if the product sounds right for their kids. Enforcing game ratings makes the government at the parent, is wrong responsibility from what it should be. Should young kids be able to play games like

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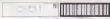
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